JAZZ UP YOUR COMMODORE – MUSIC PRIZES TO BE WON

YOUR 64

SEPTEMBER 1985 95p No. 13



PROGRAMMING

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Hi-res Lines and Circles

MEGAGAME

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Playing For Pleasure

INTO BATTLE

SKYFOX

Arcade Action in the Air

BACK 'EM UP!

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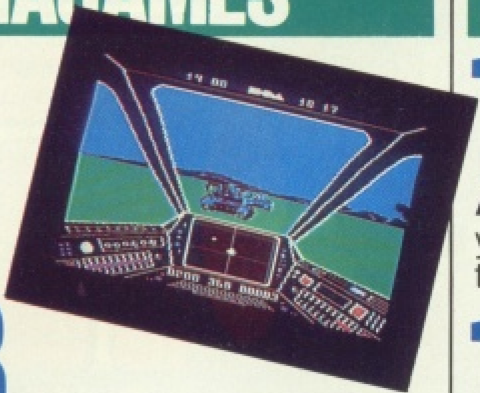
THE FOURTH PROTOCOL

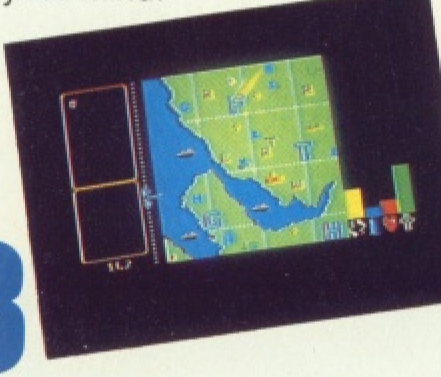
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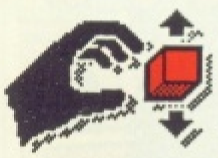
Dossier Revealed Inside

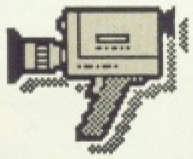
Y64 MENU

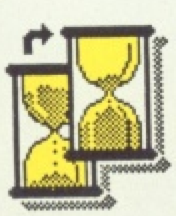
MEGAGAMES











REVIEW

COVER PHOTOGRAPHY BY JOHN MASON

GAMES



PROGRAMMING

COMPETITIONS



OFFERS

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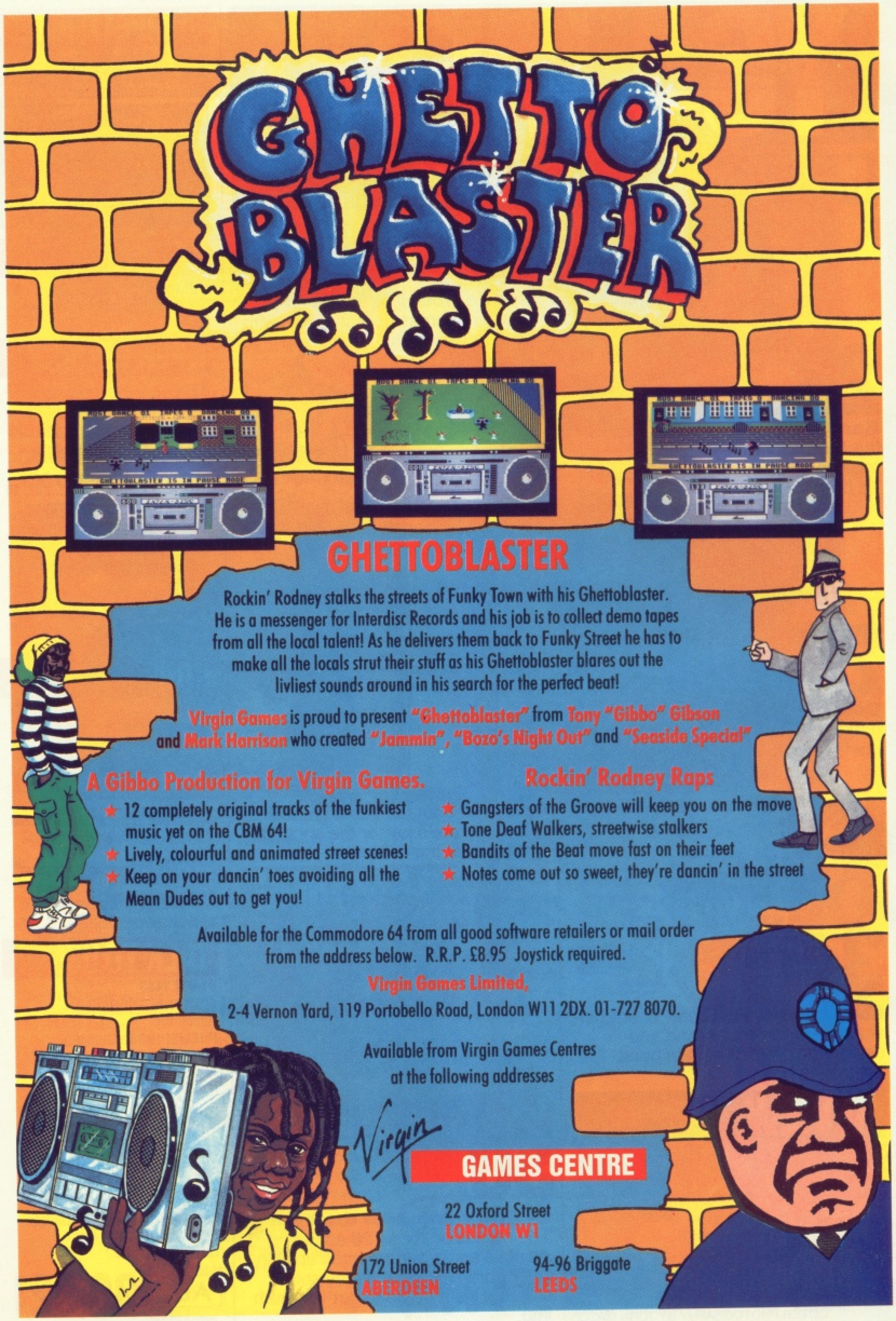
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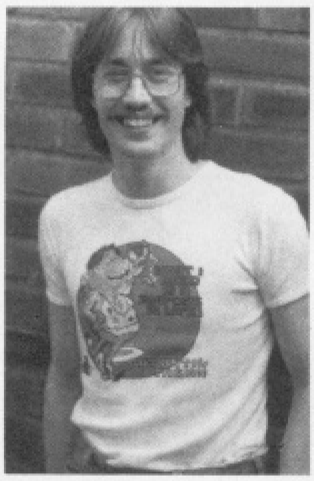
How d'ya get to Number 10? . . . Secret goings-on at Orpheus . . . A football game with a difference . . . Are the pirates all at sea? . . . Five ways to get ratted . . . When is a stick not a stick? . . . The yolk's on A'N'F as Your 64 *reveals all!*

Spaced Out

Hewson Consultants, who recently celebrated its fifth successful year in the software industry, is to release *Paradroid,* an arcade/adventure game for the 64.

It's your mission to take control of a space station manned by droids. Meanwhile, you must fend off the onslaught from other droids and ultimately transfer your control to the last remaining droid.

Paradroid will be available in September at £7.95. For further info, beam up Hewson on 0235 832929.

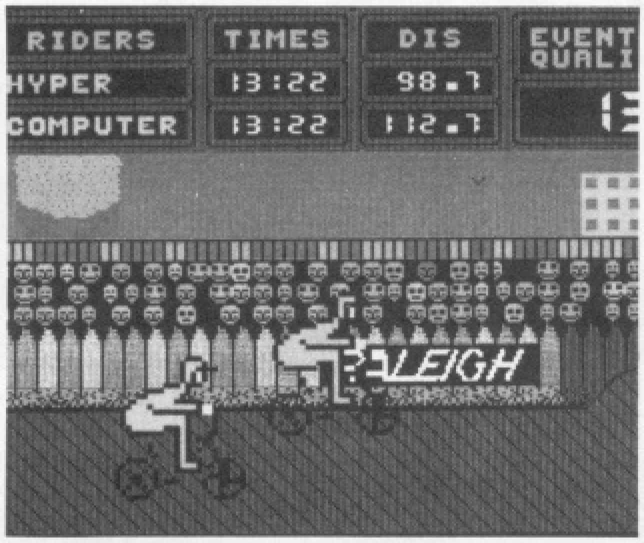


Android Braybook — discovers his porpoise in life!

There's No Mercy!

Imagine a game with 3D graphics like those in *Elite* combined with the ease of playability of *Solo Flight* and what have you got? Well according to Novagen Software, it's *Mercenary,* a game in which you take on the role of a 21st century space mercenary who orbits the planet Targ in search of supplies and energy crystals. The game offers a wide variety of scenarios which feature interacting game play.

Novagen considers *Mercenary* to be a combination of flight simulation, adventure and arcade action and a snitch at £9.95 cassette or £12.95 disk. For further information contact Novagen on (021) 449 9516.



'55' — It's Hyperactive, man!

Psst . . . Listen To This!

PSS *'55'* has just been released by, you guessed it, PSS — and no, it's not a sparkling orange juice, *'55'* is a bumper collection tape containing five PSS Commodore games on one side and five Speccy games on the other.

Commodore titles include *Circus, Hyper Biker* and *Krystals Of Zong* and at only £4.99 *'55'* represents a real bargain. Get a line to Richard Cockayne on (0203) 667556 for further information.

Software Scramble

Eggsiting news from A'N'F Software — it's just laid *Chuckie Egg 2* for the 64. With Christmas coming our hero's got to make an Easter Egg — one of those fancy ones with a plastic toy inside.

Whilst trudging around 127 rooms, gathering ingredients and pieces of the toy, he must fend off obstacles and use certain objects to help him on his way.

Chuckie Egg 2 costs £7.95 on cassette. If you want to poach some more information, A'N'F' can be caught on (0706) 341111.

Nice One Bryan!

Red is the colour
Super League's the game
A board-game for computer
It's endorsed with Robson's name . . .

Enough of this frivolity. *Super League* enables you to manage a club of your choice with the object of winning the league. It costs £19.95 and is available from major toy shops.



Bryan Robson — the winner of Y64's knobbly knee contest!

The New Ones!

Orpheus is to release at least two new games for the 64 and two pieces of software at the forthcoming PCW show.

The first game entitled *Tujad* is a follow-up to the popular *Elidon* although the setting is completely different. For a start the action takes place in a fusion reactor where you control an android armed with a bevy of weapons. There are 102 rooms to explore and countless baddies to destroy along the way.

The title and contents of the second game are being kept a closely guarded secret. Peter Ross-Howden promises, "It will be based on a television series and contains some amazing techniques yet to be seen in games software." (Sounds heavy man!) But that's all he's saying.

Orpheus is also planning a less than ordinary launch with plenty of surprises which is sure to attract a lot of interest. Keep your eyes firmly glued to future copies of *Y64* for further clues about the game's true identity. Could it be . . . No, they wouldn't . . . Would they?

Bag a virgin and get a few clues on *Strangeloop* into the bargain.



Softaid Soars

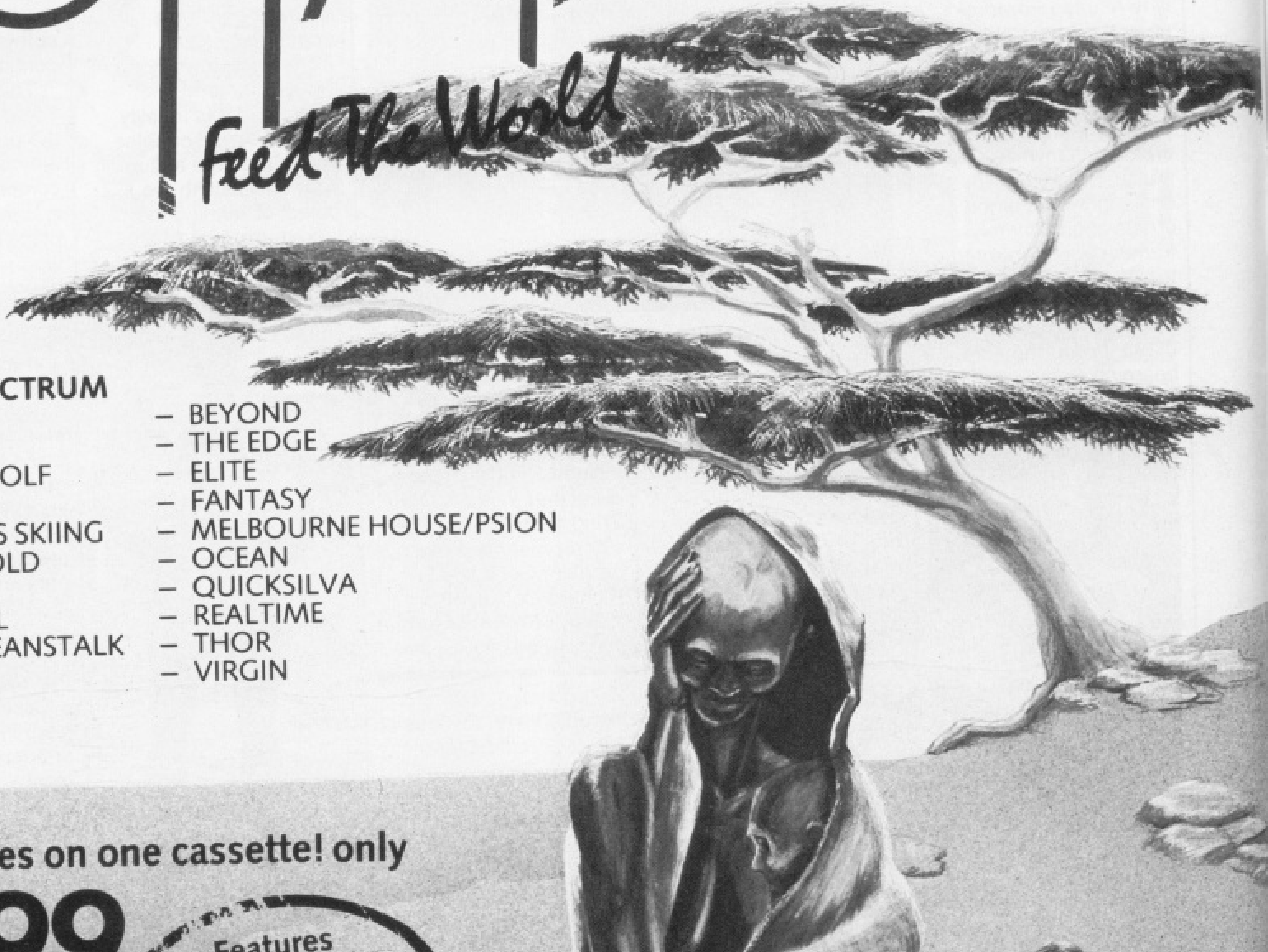
Softaid, the compilation tape launched just three months ago has sold more copies than any other game in such a short period of time. But better than that — it's raised over £¼ million towards the Ethiopian Famine Appeal!

And for all of you who have written in to point out that in Soft Wares *Softaid* costs a pound more than in the shops — it's supposed to. The extra pound will go to the Ethiopian Famine Appeal.

So if you haven't already bought a copy what are you waiting for? Get out there and BUY IT!!!!

SOFTAID

Feed The World



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Available from multiple retailers and specialist computer stores

All proceeds to The Bob Geldof Band-Aid Ethiopian Appeal Fund.

OPEN ACCESS

Fast Acting

Those wishing to make a fast buck from software piracy may now be liable for unlimited fines and up to 2 years' imprisonment.

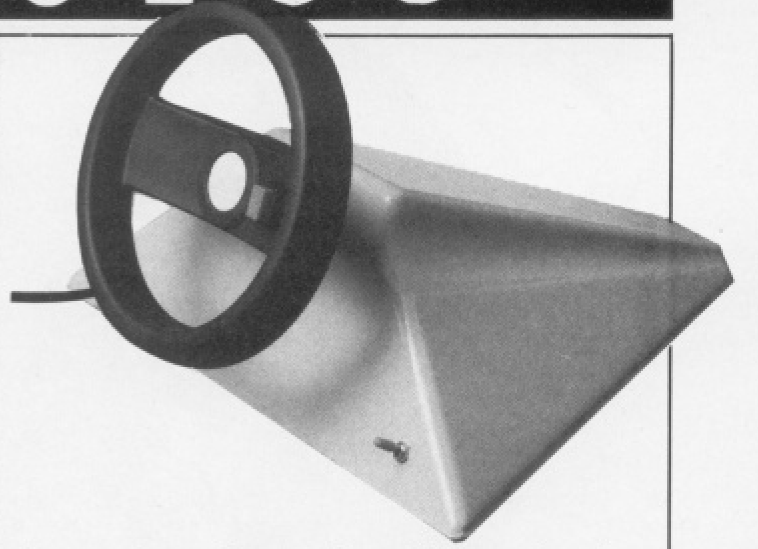
That's the outcome of the Copyright (Computer Software) Amendment Act which started as a Private Members' Bill sponsored by Tory MP for Corby, William Powell, and received Royal Assent on July 15th.

But, for FAST (Federation Against Software Piracy), which was instrumental in tightening up the software copyright laws, the battle has just begun.

With ex-Chief Superintendent, Bob Hay, at the helm, FAST now hopes to expend its energy on enforcing the Act. And Mr. Hay is determined not to be a lone sailor in a sea of pirates. "It is FAST's objective to ensure that companies and enforcement agents are not working in isolation."

Software companies such as Anirog and Virgin have already joined the ranks of FAST; let's hope others follow suit.

Bob Hay can be contacted on 01-430 2408.

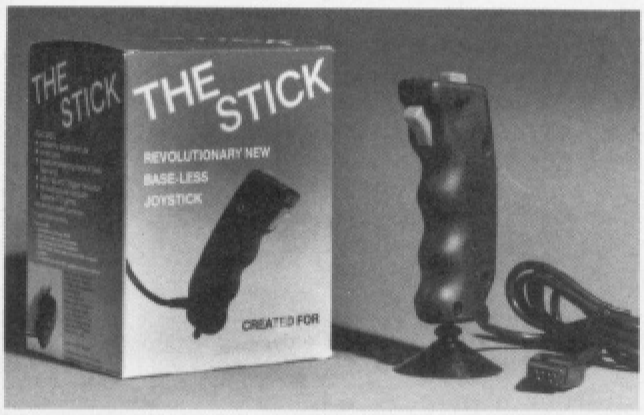


If you really want to experience the sensation of hurtling round the tracks in your racing car, then test drive Turbo Ace, a new simulation control device from Apollo Controls. With a central steering wheel, fire button and auto-fire flick switch plus a choice of eight positions, it'll ease you round those sticky bends. Initially built to eke more action out of Pole Position, it's fit for any simulation or arcade-type games. For more info on Turbo Ace, which costs £29.95, track down Apollo Controls on 0787 277942.

It's A Stick-Up!

Are you ready for The Stick — the world's first baseless joystick? No console, no trigger, no micro switches — just tilt switches and lotsa joy and lotsa stick! It's a bit tough on flash new sports sims, but is certainly a novel idea.

Lightwave Leisure Ltd. are marketing this German made joystick at £12.99. Contact them on 051-639 5050.



Heh sucker! Get to grips with this.

Hyper-action

If you reckon The Stick just ain't gonna stick it out through all your fave wrist wrecking sports sims, fret not! Konami's got your best interests at heart with the Hypershot — a scaled model of the sort of controls you'd find in an arcade. It's great for most events like running, swimming and jumping. But, for those of a more awkward persuasion, hammer throwing and diving will require rapid reflex reactions.

Hypershot, at £9.95, is available by mail order only and can be bought direct from Konami Ltd, Television House, 269 Field End Road, Eastcote, Ruislip, Middlesex. Tel. 01-429 2446

Money, Money, Money!

There was a huge response to our recent Spectrum UK compo (issue 8) — sackfuls of entries completely engulfed the office. The poor 'ol Ed was lost under a pile of envelopes for nearly a week! Never fear — she emerged unharmed clutching the name of the first prize winner.

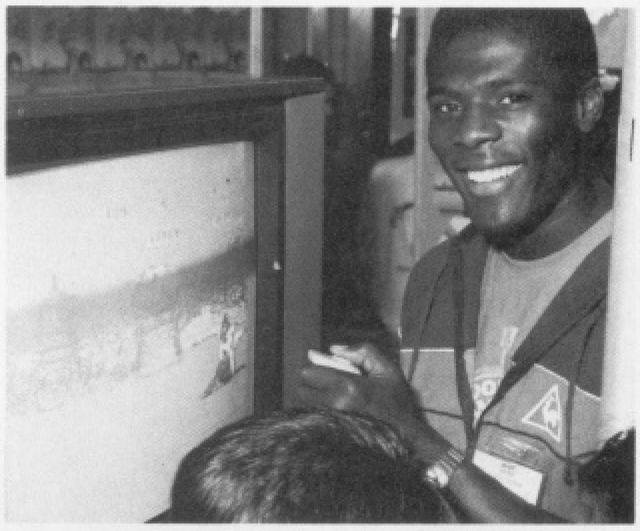
Congratulations go to Miss Anne Kirkman of Burnley, Lancs who will receive a £500 voucher to spend on Commodore peripherals at any Spectrum UK store. The five runners-up each receive a voucher worth £100. They are J Garrod, Lowesoft, Suffolk; Akash Chopra, Alloa, Scotland; Carl Smith, Stanley, West Yorkshire; R Harvey, Calverton, Nottinghamshire and J Rainey, Woolwich Barracks, Woolwich. Well done to all the winners and we hope you have fun spending your vouchers.

Whizzo Chaps!

Whizzard is a new disk-based game for the 64 from CRL. As a wizard in this intricate platforms game, you're destined to lose your hat as well as your cool.

Contact Tim Vernon on 01-533 2918 for more details.

Aieee-yaaah! It's Jeoffrey Thompson, the World Karate Champion (1982-84), having a chop at Melbourne House's new game *The Way of The Exploding Fist.*







Well, it ain't ratatouille!

Move Over Roland!

It's dark and dingy and all is silent save the howling of a stray mongrel. The fog moves in fast producing an eerie glow. Suddenly huge red eyes flash in the gloom! A big 'n juicy hairy creature lunges forward, saliva oozing from gangrenous gums. Panic grips every limb of your body as it becomes clear the monster is a . . . RAT!

Sounds 'orrible — and that's just the intention of Five Ways Software with the imminent release of a new horror game for the 64. *The Rats* based on James Herbert's best seller of the same name, is set in the rat infested streets of London.

Only you can save London from the bloodlust of the rats!

The Rats will cost £7.95 — if you smell a rat and want further ihformation contact John Pepper on (0732) 540111.

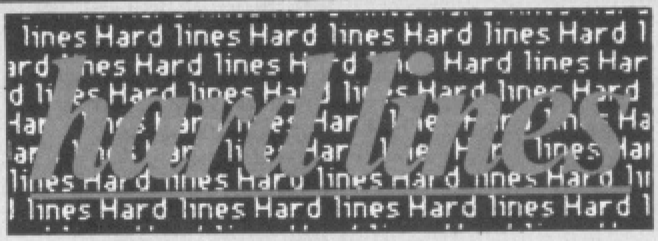


The winner of the first Australian C16!

Girls Rule Ok!

Commodore must be feeling smug — there were almost 2000 entries in it's recent Equal Opportunities Commission National Schools Competition, in which school kids from all over the country were given a choice of five questions to answer. There were three age groups and Sarah Morgan aged 17 from Hayesfield Upper School in Bath won first prize in the under 18 section. Sarah won a Commodore 16 starter pack and a CBM 64 for her school.

Aileen Bradley, Commodore's Education Manager said, "We were thrilled at the number of girls who entered, they were just as keen as the boys." Six prizewinners were girls — let's hope this trend continues.



This month's Hard Lines comes to you from the mist enshrouded streets of Victorian England.

Sherlock Holmes is about to embark on the most sinister investigation of his career.

His suspicions aroused by his friends' late night excursions to a room at the top of the house, Holmes quietly listens at the door. The only sounds he can hear are the strange clatterings of a machine, punctuated with the grunts and sighs of a desperate man. Suddenly the air is rent by a scream of the most alien nature, followed by Watson's voice shouting in exultation, "Take that you fiend!". On bursting through the door Holmes finds Watson standing over the smouldering remains of a Space Invader.

"Watson, what have you done!!", cried Holmes

Well, I suppose that's one way in which the 'Watson' series of books from Glentop Publishers came about. The first two books are part I and II of the 'Watson's Notes' series — **Commodore 64 First Steps In Basic and Commodore 64 Exploring Basic**. *The books set about helping the first time user take their first tentative steps towards programming the Commodore 64. Their large uncluttered format should be a blessing to anyone suffering jargon overload. Each function of Basic is clearly explained, bit by bit, and the reader is then confronted with simple exercises to test their understanding of the subject. Each chapter concludes with a summary reiterating what the chapter was about.*

The second book will take you as far as writing very basic games, but at least it takes you there in small steps, instead of expecting you to make quantum leaps as some books do. My one criticism of the series is that it tends to become overly patronising in points, not something that would endear it to an adult readership.

The final book **'Commodore 64 Starting Basic'** *sets out to provide a complete introduction to Commodore Basic in a single volume. It follows the more standard approach of getting the reader to type in programs from the start. It then builds on each program as it introduces a new topic. Thankfully most of the programs in the book are computer listed, so the only errors you should get are the ones created by yourself.*

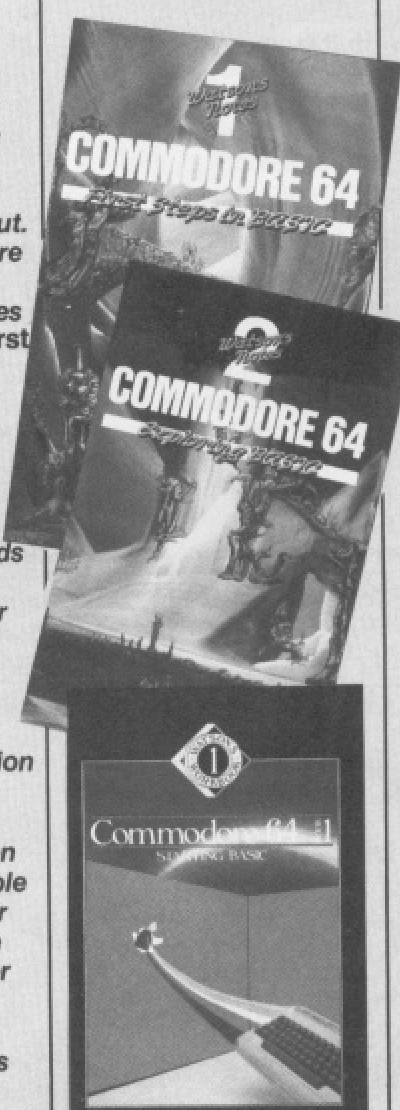
The book tends to steer clear of graphics and sound as this is covered by the second book in the series, which I reviewed last month. It concentrates instead on how to manipulate data. A useful topic, but not really for those who want to start writing their own shoot 'em ups. This weighty book will at least give you a good grounding in Basic principles.

And so we rejoin our two fictional characters for the conclusion of the case.

"OK Holmes", said Watson, "Now that I have instructed you in the ways of these new fangled computers, what do you think?"

"Elementary, my dear Watson."

And with that Holmes made his way out into the night and signed a very lucrative programming contract with Melbourne House. Cheerio!



Commodore 64 First Steps in Basic
Watson's Notes Part I
D Kedem and I Kalisky
Published by Glentop Publishers Ltd
ISBN 0-907792-38-3
£2.95

Commodore 64 Exploring Basic
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Rochdale. Boots, 50 Market Way. Tel: 0706 53225.

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Leicester. Boots, 30-36 Gallowtree Gate. Tel: 0533 21641.
Leicester. DA Computers 104 London Road. Tel: 0533 549407.
Market Harborough. Harborough Home Computers. 7 Church Street. Tel: 0858 63056.

LONDON

W1. Computers of Wigmore Street, 104 Wigmore Street. Tel: 01486 0373.
W1. Galaxy. 230 Tottenham Court Road. Tel: 01-636 6500.
W1. Sonic Foto Micro Center, 256 Tottenham Court Road, Tel: 01-580 5826.
W1. Tomorrows World Today, 27 Oxford Street. Tel: 01-439 7799.
WC1. Transam Micro Systems, 59-61 Theobalds Road. Tel: 01-405 5240.
W8. Boots, 127a Kensington High Street. Tel: 01-937 6882.
SE7. Vic Oddens Micros, 6 London Bridge Walk. Tel: 01-403 1988.
SE15. Castlehurst Ltd, 152 Rye Lane, Peckham. Tel: 01-639 2205.
EC2. Devron Computer Centre, 155 Moorgate. Tel: 01-638 3339.
N14. Logic Sales, 19 The Bourne, The Broadway, Southgate, Tel: 01-882 4942.
N22. Boots, 38-40 High Road, Wood Green. Tel: 01-881 0101.
NW4. Davinci Computer Store, 112 Brent Street, Hendon. Tel: 01-202 2272.
NW4. Boots, Brent Cross Shopping Centre. Tel: 01-202 5256/7.
NW11. Computers Inc, 86 Golders Green. Tel: 01- 209 0401.

GREATER MANCHESTER

Altrincham. Boots, 13-17 George Sreet. Tel: 061-928 4471
Hyde. C Tech Computers, 184 Market Street. Tel: 061-366 8223
Manchester. Boots, 32 Market Street. Tel: 061-832 6533.
Manchester. Mighty Micro, Sherwood Centre, 268 Wilmslow Road, Fallowfield. Tel: 061-224 8117.
Manchester. NSC Computer Shops, 29 Hanging Ditch. Tel: 061-832 2269.
Marple. Marple Computer Centre, 106 Church Lane. Tel: 061-449 9933.
Oldham. Home & Business Computers, 54 Yorkshire Street. Tel: 061-633 1608.
Oldham. Boots, 1 Town Square Shopping Centre. Tel: 061-624 2525
Stockport. National Micro Centres, 36 St Peters Gate. Tel: 061-429 8080

MERSEYSIDE

Liverpool. Hargreaves, 31-37 Warbreck Moor, Walton. Tel: 051-525 1782.
St Helens. Microman Computers, Rainford Industrial Estate, Mill Lane, Rainford. Tel: 0744 885242.
Southport. Boots, 31-39 Chapel Street. Tel: 0704 35907.
St. Helens. Boots, 8 Church Street, 24 La Grange Arcade. Tel: 0744 25488.

MIDDLESEX

Harrow. Camera Arts, 42 St. Anns Road, Tel: 01-427 5469.
Hounslow. Boots, 193-199 High Street. Tel: 01-570 0156.
Southall. Twillstar Computers Ltd, 7 Regina Road. Tel: 01-574 5271.
Teddington. Andrews, Broad Street. Tel: 01-977 4716.
Twickenham. Productive Computers Ltd, 72 Heath Road. Tel: 01-891 4991.
Uxbridge. JKL Computers, 7 Windsor Street. Tel: 0895 51815.

NORFOLK

Norwich. Adams, 125-129 King Street. Tel: 0603 22129.
Thetford. Thetford CB & Micros, 21 Guildhall Street. Tel: 0842 61645.

NOTTINGHAMSHIRE

Mansfield. Boots, 39 Four Seasons Shopping Centre, Tel: 0623 23089.
Nottingham. Boots, 11-19 Victoria Centre. Tel: 0602 470676.
Nottingham. Telstar, 280 Huntingdon Street. Tel: 0602 505585.
Worksop. Computer Graphix, 32 Bridge Street. Tel: 0909 472248.

NORTHAMPTONSHIRE

Kettering. Boots, 35 Gold Street. Tel: 0536 514675.
Northampton. Boots, 9 The Parade. Tel: 0604 22573

NORTHUMBERLAND

Morpeth. Telerents (Northern) Ltd, 31 New Gate Street. Tel: 0607 513537.

OXFORDSHIRE

Abingdon. Ivor Fields Computers, 21 Stert Street, Tel: 0235 21207.
Banbury. Computer Plus, 2 Church lane. Tel: 0295 55890.
Oxford. Science Studio, 7 Little, Clarenden Street. Tel: 0865 54022.
Oxford. Absolute Sound and Video, 19 Old High Street, Headington, Tel: 0865 65661.

SCOTLAND

Aberdeen. Boots, 133-141 Union Street. Tel: 0224 585349.
Dundee. Boots, 49-53 High Street, Tel: 0382 21756.
Edinburgh. Boots, 101-103 Princes Street. Tel: 031-225 8331.
Edinburgh. Microworld Computer Group, 12 Leven Street. Tel: 031 228 1111
Edinburgh. Edinburgh Computers, 51-57 Lothian Road. Tel: 031 229 4418.
Edinburgh. Silicon Centre, 7 Antigua Street. Tel: 031 557 4546.
Glasgow. Boots, 200 Sauchiehall Street. Tel: 041 332 1925.
Glasgow. Microworld Computer Group, 11 Bath Street. Tel: 041 332 1116.
Glasgow. Boots, Union Street and Argyle Street. Tel: 041 248 7387.
Glasgow. Tom Dixon Cameras, 15-17 Queen Street. Tel: 041-204 0826.
Glasgow. Commscot Ltd, 30 Gordon Street. Tel: 041 226 4878.
East Kilbride. Boots, 33-37 The Plaza. Tel: 035 52 20629.
Falkirk. Boots, 79-91 High Street. Tel: 0324 20535.
Hamilton. Tom Dixon Cameras, 8 Cadzou Street. Tel: 0698 283193.
Peterhead. North East Computers. 1 Ellis Street. Tel: 0779 79900.

SHROPSHIRE

Shrewsbury. Computerama, 13 Castlegate. Tel: 0743 60528.
Telford. Computer Village, 2/3 Hazeldine House, Central Square. Tel: 0952 506771.
Telford. Telford Electronics, 38 Mall 4. Tel: 0952 504911.

SOMERSET

Taunton. Boots, 64-65 High Street. Tel: 0823 76061.

STAFFORDSHIRE

Newcastle-under-Lyme. Computer Cabin, 24 The Parade, Silverdale. Tel: 0782 636911.
Stoke on Trent. Town Computer Store, 30 Town Road, Hanley. Tel: 0782 287540.
Stoke on Trent. Boots, 3-5 Market Square, Hanley. Tel: 0782 23271.

SUFFOLK

Bury St. Edmunds. Boots, 11-13 Cornhill. Tel: 0284 701516.
Bury St. Edmunds. The Suffolk Computer Centre, 1-3 Garland Street. Tel: 0284 705503.
Ipswich. Computer Magic, 24 Crown Street. Tel: 0473 50965.

SURREY

South Croydon. Concise Computer Consultants. 1 Carlton Road. Tel: 01-681 6842.
Croydon. The Vision Store, 53-59 High Street. Tel: 01-686 6362.
Croydon. Boots, The Mall, 12-18 Whitgift Centre. Tel: 01-688 6021.
Epsom. The Micro Workshop, 12 Station Approach. Tel: 0372 721533.
Guildford. Guildford Computer Centre, 5 The Quadrant, Bridge Street. Tel: 0483 578848.
Wallington. Surrey Micro Systems, 53 Woodcote Road. Tel: 01-647 5636.
Woking. Harpers, 71-73 Commercial Way. Tel: 0486 225657.

SUSSEX

Brighton. Boots, 129 North Street. Tel: 0273 27088.
Brighton. Gamer, 71 East Street. Tel: 0273 728681.
Bognor Regis. Bits & Bytes, High Street. Tel: 0243 867143.
Eastbourne. Boots, 15 Eastbourne Arndale Centre. Tel: 0323 27742.
Horsham. Boots, 1 Swan Walk, Tel: 0403 53053.
Horsham. Orchard Computer Centre, 34 East Street. Tel: 0403 64884.
Worthing. Boots, 48-52 Montague Street. Tel: 0903 207106.

TYNE & WEAR

Newcastle-upon-Tyne. Boots, Eldon Square. Tel: 0632 329844.
Newcastle-upon-Tyne. RE Computing, Parkview House, Front Street, 4 Lane Ends. Tel: 091 2701740.
Sunderland. Business Micro Communications Ltd, Refuge Assurance Buildings, Saint Thomas Street, West Sunniside. Tel: 0783 654916.

WALES

Aberdare. Inkey Computer Services, 70 Mill Street, The Square, Trecynon. Tel: 0685 881828.
Aberystwyth. Aberdata at Galloways, 23 Pier Street. Tel: 0970 615522.
Cardiff. Boots, 36 Queens Street & 105 Frederick Street. Tel: 0222 31291.
Cardiff. The Computer Shop, 41 The Hayes. Tel: 0222 26666.
Cardiff. Cardiff Microcomputers, 46 Charles Street. Tel: 0222 373072.
Newport. Gwent Computers, 92 Chepstow Road. Tel: 0633 841760.
Newport. Boots, 155-156 Commercial Street. Tel: 0633 51212.
Swansea. Boots, 17 St. Marys Arcade, The Quadrant Shopping Centre. Tel: 0792 43461.
Swansea. The Micro Store, 35-36 Singleton Street. Tel: 0792 46980.

WARWICKSHIRE

Coventry. Boots, 38-42 Corporation Street. Tel: 0203 26561.
Leamington Spa. Boots, 31 Parade. Tel: 0926 24945.
Leamington Spa. Leamington Hobby Centre 121 Regent Street. Tel: 0926 29211.
Nuneaton. Micro City, 1a Queens Road. Tel: 0203 382049.
Rugby. O.E.M., 9-11 Regent Street. Tel: 0788 70522.

WEST MIDLANDS

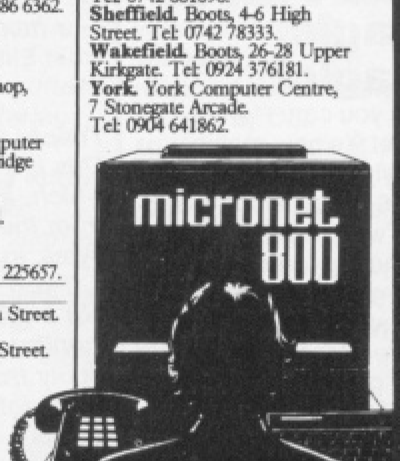
Birmingham. Boots, City Centre House, 16-17 New Street. Tel: 021-643 7582.
Dudley. Central Computers, 35 Churchill Precinct. Tel: 0384 238169.
Stourbridge. Walters Computer Systems. 12 Hagley Road. Tel: 0384 370811.
Walsall. New Horizon, 1 Goodall Street. Tel: 0922 24821.

WILTSHIRE

Trowbridge. West Wiltshire Micros, Whiteheart Yard. Tel: 02214 67259.

YORKSHIRE

Bradford. Boots, 11 Darley Street. Tel: 0274 390891.
Doncaster. Boots, 13-15 French Gate, Tel: 0302 62238.
Barnsley. Boots, 34-40 Cheapside. Tel: 0226 82616.
Huddersfield. Micro World Computers, 1006-1010 Manchester Road, Linthwaite. Tel: 0484 846117.
Huddersfield. Boots, 22 King Street. Tel: 0484 21756.
Leeds. Boots, 19 Albion Arcade, Bond Street Centre. Tel: 0532 33551.
Leeds. Micro Power, Northwood House, North Street. Tel: 0532 458800.
Sheffield. PIP Micro Communications, 9 Taptown Crescent, Broomhill. Tel: 0742 661096.
Sheffield. Boots, 4-6 High Street. Tel: 0742 78333.
Wakefield. Boots, 26-28 Upper Kirkgate. Tel: 0924 376181.
York. York Computer Centre, 7 Stonegate Arcade. Tel: 0904 641862.



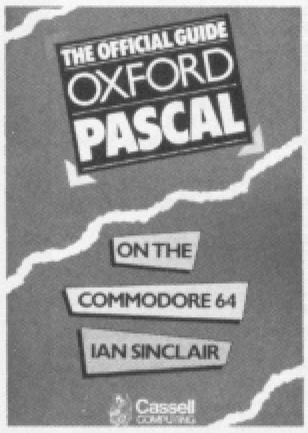
Phone 01-278 3143 for your free information pack now!

Micronet 800, 8 Herbal Hill, London EC1.

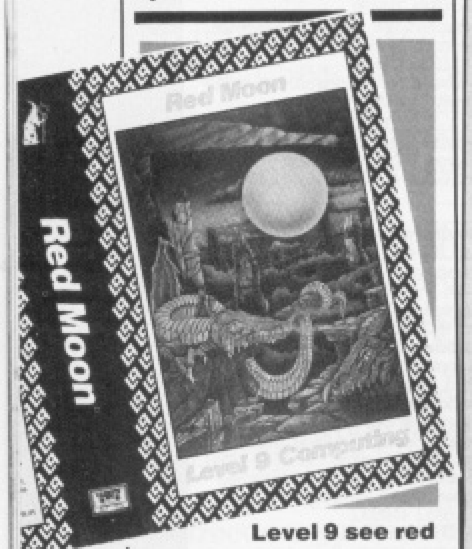
Instant Relief

All you language boffs out there who are struggling with *Oxford Pascal* can now breathe a sigh of relief, Holt Saunders are to publish *"The Official Guide to Oxford Pascal On The Commodore 64"* at the end of August. The book will give a step by step guide on the working of *Oxford Pascal* and will hopefully make life easier for the duffers among us.

The guide will cost £7.95 and further information can be obtained from Richard Bantock on 0323 638221.



Have Oxford Computer Systems wrapped up another winner?



Level 9 see red

You Can Do Magic, Magic!

Yes you can — with Level 9's new magical graphics adventure for the 64. *Red Moon* is set in a world where monsters roam the earth and guard fabulous treasure troves.

Red Moon boasts over 200 graphics locations. For further magical details give Margeret Austin a buzz on (0494) 26871.

HACK ATTACK!

This month, *Elite* falls victim to our happy hacker. Send your hacking tips to Phil South, 14 Rathbone Place, London W1P 1DE.

As promised, this month we've got a mega-hack for you 64 super sieuths — Elite. Until recently, Elite was the only real reason for buying a Beeb. Hacking Elite on the Beeb was quite easy so its arrival on my fave little buttonbox was a cause for much drooling and anticip-atory twiddling of thumbs.

In Elite, the files you save containing info on your status, criminal record and number of credits are stored in an encrypted form on the disk as a file. You're assigned a 'competition number' which acts as a checksum (the game won't work if the information doesn't match it) and as proof to Firebird that you're not checking on those high scores.

There was one small flaw in my plan to crack this little gembo. With the Beeb version, you can play a number of games and save them, using the same name and facilities on board your ship but a different amount of money or cargo for each game. You could then compare the two files using a good disk monitor and observe the difference. I tried the Beeb algorithm and wrote a short program, a bogus file, and loaded it, bumping up my credits by about a thousand. Not a sausage on the 64! Those sneaky program-mers got wise and changed the algorithm!

Help! I refuse to surrender but reckon I'll do a better job with some help from you lot. So, here's a starter — a hex dump showing what Elite files look like:

Track 17, Sector 00

This is a program file which, as you can see from the 3rd and 4th bytes, loads into $25B0.

If you haven't already got a good disk monitor try Super Disk Utility from Abacus/ Adamsoft. Then wade in there using the technique I've outlined and let me know how you get on.

The Hack Sack

"Mopping the sweat from his brow, the grizzled space captain threw down his helmet, and dipped his clammy hand into the Hack Attack postbag . . ."

Mark Bench of Purleigh sent me these 'back-doors' from Bounty Bob Strikes Back. Now, in case you're really that naive, a 'back-door' is a routine that a programmer inserts into a game so he doesn't have to blast his way through all the levels to test the game's upper reaches.

Level	Item	Press Keys	Level
1	Flower Pot	1,F7	4
2	Aliens at bottom of screen by paint roller	3,F7	22
3	Chalice	4,F7	15
5	Coffee Pot	8,F7	8
10	Pitchfork	5,F7	14
16	Tube to left and get pie	9,F7	19

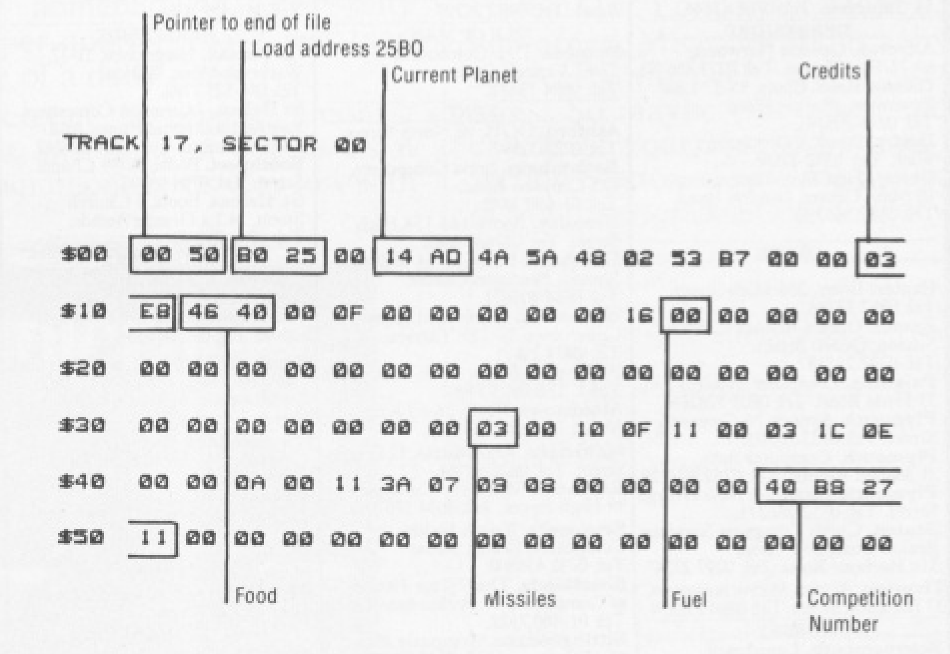
Great stuff, Mark! Keep 'em comin'.

Andy Mann of Billericay sent in this handy POKE for my fave Jeff Minter game, Ancipital: POKE 1003,76: POKE 2205,32: POKE 2208,230: POKE 2209,1: POKE 2210,0. RUN this, and wait for the game to load. Got that? Right, to RUN the game type POKE 19938,x (where x = number of lives) or POKE 18679,173 for infinite lives and SYS 16384 to start.

And Keith Richards (Not him of Rolling Stones fame? Ed) of Bromley says of Black Hawk from Creative Sparks, LOAD "HAWK",1,1. Then POKE 8290, number of lives 0-255, POKE 8295, mission level, and SYS 8192 to begin. But he doesn't stop there — "Can I say hello to my mate 'Midnight Rambler'?". No you can't!

This month's hot tip is for Zaxxon. Type in the codeword RED before you start and, hey presto! . . . your ship's totally indest-ructible.

Right, that's it. See you next month for phase two of Mega-hack '85 . . . and more of your POKEs (ouch!).



OFF THE HOOK



Got a problem with your 64? Then give Y64's resident agony uncle, Martin McGuinness, a bell ... and he'll suss it out.

Three readers have monopolised this month's column — Derek Haken from Devon, Tony Paul from London and Jonathan Barber from Birmingham. So, if you want to get in on the act next month, pick up the blower and give us a call.

Mr. Haken has bombarded us with a host of queries, but he can stop fretting now, I've got the answers.

First off, he asks about dumping data into cassette files. Data can be stored on tape with sequential files using the following:

```
OPEN 3,1,3,
"FILENAME, S,W"
PRINT #3, A$
CLOSE 3
```

'S' stands for Serial File and 'W' for Write. So, to load back the file simply reverse the process , replacing the 'W' with an 'R' (Read).

He also wants to know if crunching and renumbering make a difference to memory? If you really find this necessary, then make your lines as long as possible and use a 'cruncher' to take out surplus REMS and spaces.

And finally, he asks if it's better to buy a disk drive to produce adventure games — don't cassette versions sell better? Since more people own cassette units, cassette games are better sellers but, yes, it's easier to produce them on disk. Phew! — I hope that's your little lot sorted out, Derek.

Tony Paul was briefer. He asked how to input up to six characters and then continue with the program either if the Return key is pressed or if all six characters have been entered. Well, here's a short program to sort out your problem:

```
5 N$= ""
10 F=1
20 GET A$
30 IF LEN(A$)=0
THEN 20
40 IF ASC(A$)=13
THEN 80
50 PRINT A$
60 N$=N$+A$
70 F=F+1:IF F <=6
THEN 20
80 PRINT F
100 PRINT N$
```

But I'm sure you lot reckon you can do better. So, if you've knocked up a short program which may aid other readers give me a ring, or send it into Scratchpad.

Finally, here are a couple of tips from Mr. Barber. For the dossers amongst you, here's a routine for those who want to play around with extended background colour mode and can't be bothered with PEEK, AND or OR:

```
10 FOR A=0 TO 8:
READ V
20 POKE 900+A,V:
NEXT: END
30 DATA 173,17,208,73,
64,141,17,208,96
```

Then just SYS 900 everytime you want to flip modes. What's more, the routine is relocatable. To do the same with multicolour character mode, replace line 30 with:

```
30 DATA 173,22,208,73,
16,141,22,208,96
```

And for readers who fiddle with vectors and can't remember how to put them back to normal without losing the program in memory, try SYS 64789: SYS 58451 — and let your 64 do the rest!

That's your lot — don't forget to look me up next month.

ACCESS

Modem man, *Surya,* reports the latest news and gossip from rival networks, Compunet and Micronet.

NET WORDS

Phew! ... Sighs of relief all round ... The mystery of our disappearing Compunet listings has been solved and our programs are reappearing. Just sit tight for a few weeks ... and normal service will be resumed.

Well, it looks like some of you have discovered there is life outside Compunet — you've demanded Y64 programs up on Micronet as well. First up is Andrew Waller who runs the excellent Soley-Sixty-Four (SSF) section on Prestel and who'd like our listings downloaded in his section. But I'm afraid this can only happen if Prestel provides Andy with more clubspot frames. So, c'mon Prestel, stop hogging those frames! And if you're a Micronet user wanting to download Y64 listings, act now! Mailbox Prestel and campaign for SSF's right to extra frames. You could net a bargain ...

Calling Compunet

OK, so on with the news. Word has it that Commodore, with their special offers campaign, expect to boost Compunet membership to 2000 thus encouraging more people to rush out and buy 64s. Mmmm ... Wonder if it will work?

Looks like now's the time to get on line since more software houses are downloading their games onto the system — Bubble-Bus, Terminal and Case Simulations are the latest. I'm afraid Case is offering a war strategy game (yawn!) but maybe it's got some goodies in the offing. And Compunet say more big names will follow — so watch this space!

Now some good news for those netters who fear they'll waste their money when a download goes wrong. Stop fretting — simply report the loss on 01-637 0942 and Compunet will refund you and let you download the program again.

Good news too for job-hunters — the Manpower Services Commission is now on-line. As well as giving advice on finding jobs, it also provides a mailbox query service if you need individual help.

Chatter Box

You lot do rabbit on — or maybe you're just plain inquisitive! Chatline is very popular with 400-500 uploads a night and more over weekends. Compunet is considering a celebrity chatline — no, you won't get a direct line to Ian Botham or Brian Robson — just your fave programmers. But Compunet are a bit slow off the mark — Jeff Minter, Tony Crowther and a number of Virgin programmers are often to be found nattering away. So, if you've always wanted to know how Mr. Crowther manages to sell slightly different versions of the same train game to so many software houses ... get on there and ask him!

You can even win a prize. Make the most witty contribution to Chatline — and you'll receive a free Virgin game the next day.

And if you're not one for a quiet life — grab a load of this! Music's really taken off with lots of you uploading free music programs. Bogg, alias Graham Marsh, has even attracted a fan club! Look up page 1280.

Clubs are also booming. But hackers watch out ... the Police force and the RAF have signed on!

Mailing Micronet

Micronet news is a bit thin on the ground this month, mainly cos its press officer promised to phone me back with all the latest gen and promptly vanished from the office for the rest of the day!

But, from what I could glean, Micronet — like Compunet — is busily working on interactive strategy games. All it could tell me was that they would be multi-user and that MUD would definitely not be one of them. Look out for these in the early Autumn.

The Chatline compo between Micronet and Compunet is hotting up! Micronet conceived the idea, Compunet stole it and released a faster version and now Micronet has announced that it, too, will develop a faster response time. Micronet couldn't tell me how fast ("I'm afraid our technical staff are out of the office as well"), but did promise that response time would be "almost immediate".

And finally, a new version of the Y2 software has been released which allows owners of OEL Micronet and CBM compunet modems to download "almost all" Micronet software. Contact Micronet on 01-278 3143 for further details. Happy netting!

You can contact Your 64 on Compunet (YOUR64) and Micronet (016311433).

THE 64 SOFTWARE CENTRE
1 Princeton Street, London WC1R 4AL
01-430 0954

SOFTWARE PRICE LIST — Prices include VAT

d = disk c = cassette r = cartridge

Accounting systems (Office use)

Anagram Systems — Sales Ledger	d	£75.00
Anagram Systems — Purchase/Nominal Ledger	d	£75.00
Anagram Systems — Cashbook	d	£75.00
Gemini — Cashbook (with nominal analysis)	d	£64.95
Gemini — Cashbook (with nominal analysis)	c	£59.95
Gemini — Final Accounts	d	£64.95
Gemini — Final Accounts	c	£59.95
Gemini — Cashbook/VAT/Final Accounts	c	£89.95
Gemini — Cashbook/VAT/Final Accounts	d	£99.95
Ramtop — Accounts Package	d	£75.00
Microsimplex — Cashbook	d	£172.50
Studio — Payroll 64	d	£34.95
Dell — Invoice Generator II	d	£24.95

Stock Control systems

Practicorp — Inventory 64	d	£29.95
Gemini — Stock Control	d	£24.95
Gemini — Stock Control	c	£19.95
Anagram — Stock Control	d	£75.00

Home applications

Gemini — Home Accounts	c	£19.95
Gemini — Home Accounts	d	£24.95
Gemini — Combined Home Pack	d	£39.95
Gemini — Combined Home Pack	c	£34.95
Fieldmaster — Home accounts	d or c	£19.95
Adamsoft — Checkbook Manager	d	£14.95

Database Filing Systems

Handic — Diary 64	r	£19.95
Fieldmaster — Mail label	d	£29.95
BI — The Consultant	d	£125.00
Practicorp — Practifile 64	d	£44.50
Precision — Superbase 64	d	£87.00
Precision — Superbase Starter	d	£39.95
Simply file	d	£69.00
Gemini — Database	d	£24.95
Gemini — Database	c	£19.95
Gemini — Mailist	d	£24.95
Gemini — Mailist	c	£19.95
Fieldmaster — Record Card	d or c	£19.95
Dell — Superfile	d	£14.95

Spreadsheets

Handic — Easy Calcresult	r	£49.95
Handic — Advanced Calcresult	r + d	£90.00
Practicorp — Practicalc 64	d	£44.50
Practicorp — Practicalc 64	c	£39.95
Practicorp — Practicalc II	d	£69.95
Supersoft — Busicalc 1	d or c	£17.95
Supersoft — Busicalc 3	d	£49.95
Fieldmaster — Worksheet	d,f or c	£19.95

Statistics

Handic — Stat 64	r	£29.95

Word Processors

B.I. — Paperclip 64	d	£90.00
Simple — Simply Write	d	£46.00
Simple — Simply Write	c	£40.25
Hesware — Heswriter	r	£42.95
Fieldmaster — Pagewriter	d or c	£29.95
Bank Street Writer	d	£69.00
Precision — Superscript	d	£69.95

Utilities

Adamsoft — Ultrabasic	d	£19.95
Adamsoft — Ultrabasic	c	£14.95
Adamsoft — Chartpak 64	d	£24.95
Adamsoft — Cadpack 64	d	£35.00
Adamsoft — Superdisk	d	£12.50
Adamsoft — Graphics Designer	d	£19.95
Adamsoft — Zoom Pascal	d	£29.95
Audiogenic — Forth 64	r	£29.95
Blitz compiler	d	£50.00
Handic — Mon 64	r	£34.95
Handic — Forth 64	r	£34.95
Handic — Graf 64.	r	£29.95
Fieldmaster — Poster printer	c	£19.95
Commodore — Simons Basic	r	£47.50
Kuma — BC Basic	r	£57.50
Hesware — Forth 64	r	£59.95
Practicorp — 64 Doctor	d	£19.95
Supersoft — Master 64	d	£71.30
Supersoft — Victree	r	£56.35
Supersoft — Mikro Assembler	r	£59.80
Supersoft — Zoom monitor	d	£14.95
Supersoft — Toolkit 64	c	£9.95
Supersoft — Toolkit 64	d	£11.95
Aztec — Turbo extended basic	c	£14.95
Activision — The Designer's Pencil	c	£11.99
Jetpack compiler	d	£39.95
Jetpack compiler	c	£14.95
Koalapad Touch table	r or d	£99.95
FP — Pascal 64	d	£34.95
Oasis — Basic Lightning	c	£14.95
Oasis — Basic Lightning	d	£19.95
Oasis — White Lightning	c	£19.95
Oasis — White Lightning	d	£29.95
Oasis — Machine Lightning	c	£29.95
Oasis — Machine Lightning	d	£39.95
Talent — Panorama	c	£17.95
Talent — Panorama	d	£19.95
Skyles — 1541 Flash kit	r	£89.95
Epyx — Fast load	r	£49.95
Reston — Moviemaker	d	£65.00
Orpheus Pascal	c	£24.95
Broderbund — The Printshop	d	£44.95
Broderbund — Printshop graphics designer	d	£29.95

Simulations

Flight simulators

Microprose — Solo Flight	c or d	£14.95
Sublogic — Flight Simulator II	d	£49.95
Sublogic — Flight Simulator II	c	£40.95
Supersoft — Interdictor Pilot	d	£19.95
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MISSIVES

Sex and drugs and rock'n'roll! OK, so you won't find a lot of that here. But what you will find are problems, tips, opinions and funnies on all things 64. Write in and get in on the act — you might even win a tenner for the star letter of the month.

SOLDER ON

I own a 64 and thought your readers might be interested in a poundsaving little modification.

To save wear on the computer's joystick port pins, you can make up a set of short extenstion leads and leave them plugged in. So how's it done? Well, you just pop along to your local Tandy and buy two male and two female 9 pin mini 'D' plugs (port nos. 276-1537 and 276-1538) for £6.56 plus 2 feet of 9 strand ribbon cable or 18 strands of 1 foot long single wire. You'll also need a small soldering iron to solder the wires to the plugs. Then mount your new sockets in a small bracket secured to the computer board — it's certainly cheaper to replace one Tandy plug in an extension lead than one in a computer.

George Jones, Lincoln

Thanks for your tip, George. With so many joystick wrecking sports simulations around this summer, I'm sure that the Prevention-Of-Cruelty-To-Joystick-Ports brigade will be skipping off to their nearest Tandy store. Any other DIY enthusiasts with cheap and handy hints on knocking up 64 add-ons? Ed.

THE CONTINUING STORY OF . . .

In issue 8, Toby Hughes asked how you water the plant in *Aztec Tomb.* Simple, you just FILL JAR and then WATER PLANT. The trick is to do it twice otherwise the plant won't be strong enough to take your weight.

Before you climb the beanstalk get the mouse. At the top there is an elephant — drop the mouse to scare it off. When you get to the tree, THROW ROPE and then climb it. At the top EXAMINE GOBLIN and give him the clock. You can then take the box which contains a map. When on the boat, don't cut the cord to the dinghy. Fetch the torch from the cabin and use it look in the hole on the island where you'll find a jacket.

Please could someone tell me how to get any further!

Mark Marsh, Northampton

Phew! I thought we were in for the complete solution for a moment there. Okay, so who takes up the story next? ED.

YOU'RE NOT GONNA BELIEVE THIS BUT . . .

This is a small piece of information about *Easyscript.* Despite extensive searching through the manual, I have not seen this feature documented. Even though it hardly enhances the program, it might bring a smile to the face of many a bored businessman.

Load *Easyscript*, answer your start-up options and, when in edit mode, press F1 to enter command mode. Now hold down CTRL and press the pound sign. You'll be rewarded with a rendition of *Land of Hope and Glory.* While it's playing, you can even carry on working! I hope this will be appreciated by the business fraternity.

T.G. Bignell, Blackpool, Lancashire.

Wow! So it does. Maybe the American version plays the Star Spangled banner. Anyone else come across any wacky extras in their programs? Ed.

AIDING AND ABETTING

On reading your July issue, I read 'Tip of the Decade' in Missives, so I went on to read your Soft Wares offers. A great bargain you said — I just wonder in whose favour, seeing as the retail price is £1 less than your bargain price. Whoops!

While I'm at it, R Carray seems to be wasting valuable seconds sticking to the wall like a fly in *Impossible Mission.* That particular room is useless — there's never anything in it so don't bother stopping there.

Dave Adams, Stafford

C'moff it — we're not going to sell Softaid cheap are we? Remember all the money for it goes to Bob Geldof's Ethiopia fund. So we popped an extra £1 on the price to help the charity further! Ed.

HOWZAT POMMIES!

I hate to say this but us Aussies are laughing at the high scores in your Top Ten Classics. Down under, we are cracking scores which will make your eyes pop! For example, here are some of my scores for your Top Ten chart games in issue 9: *International Soccer* — 12,0; *Ghostbusters* — 999,900; *Daley Thompson's Decathlon* — 80,177; *Beach Head* — 1,199,800; *Raid Over Moscow* — 183,100; *Impossible Mission* — 31,432; *Decathlon* — 73,554 and *Manic Miner* — 51,659.

So, if us Aussies can crack up such high scores why can't you Brits?

Takashi Uno, Perth, Australia

And I thought you Aussies were such modest guys! OK, so that motley crew in issue 9 weren't quite joystick geniuses, but our readers' scores have certainly upped since then. Still, we're not going to let those Aussie gamers grow as smug as their cricket team so, c'mon the rest of you, stock up the vegemite sarnies and tubes of amber nectar and get beavering away at those high scores. Ed.

PHONE HOME

Help! I'm a humble follower of *Your 64* and need enlightenment. I want to start my own data service on my 64. I'd include news, charts, reviews, song lyrics and a chatline where *Your 64* readers could talk to each other.

I would be grateful if you could tell me what channels I need to go through and which is the cheapest modem I could use?

Robert, London

Setting up a bulletin board on a 64 won't be easy though. You've not got much disk space for messages and we don't know of any program designed to do it. You'll need an auto-answer modem (around £300) and a phone line.

A better idea would be to get a Micronet or Compunet modem and set yourself a little space up on either system — in Compunet's Jungle or Micronet's Gallery. Maybe there are other readers who'd like to help ... let us know! Ed.

SHEPHERD'S WARNING

It's disgraceful! Absolutely terrible! I find it tragic that Richard Shepherd software could stoop so low as not even to warn you that, by saving a situation in its (reasonably good) adventure game *Urban Upstart,* you completely erase any other information, programs and files that are already on the disk.

I did this to a disk of mine and in the process wiped not only a pile of word processing documents but many, impossible to replace, high scores and some other adventures. How could Richard Shepherd fail to warn people let alone do anything about this unfortunate side-effect of saving a game? Please print this as a warning to other readers.

Edmund Grenby, St Albans, Herts.

It does sound a bit naff. Over to you Mr. Sheperd . . . Ed.

DISKUSTING PRICES?

I now have a disk drive which is very helpful but I still buy games on cassette because it is cheaper. I have a transferer which will move the games onto disk but it doesn't work every time. Do you think that the prices of disk games will come down?

J. Matthew Horton

I hope so. Sometimes disk versions of games have a lot more in them and are worth a bit extra but quite often the prices are just high for no reason at all. OK software houses — tell us why or come down a bit! Ed.

UNDER CONTROL

Did you know that most keys, when pressed together with the CTRL keys and within quotes produce control characters. The best known of these are those keys controlling the cursor colour. Although most of the other characters produce no apparent effect, the following are exceptions:

Key	Effect
Q	Cursor Down
E	Change Cursor to White
I	Enable Shift/ Commodore key
H	Disable Shift/ Commodore key
;	Cursor Right
N	Switch to Lower Case

G.A. Badger, Wolverhampton, West Midlands

Anyone else with a finger super-glued to the CTRL key, look up Appendix C in the programmer's Reference Guide. Ed.

ARCADE ACE

Bag another bundle of arcade tips from the man with the jaded joystick. Featured games this month are Jet Set Willy II *from Software Projects,* The Way of the Exploding Fist *from Melbourne House and* Shadowfire *from Beyond.*

Oh dear, another day, another mailsack. Heave! thud! — quick slurp of caffeine — aaahhh!

Right! Ready for action. Wezza first letter? . . . scrabble, rip, rustle . . . Richard Baker from Leeds. A flippin' eight page map of *Jet Set Willy II* . . . Arrgh! Nice work, but howzabout telling me how to get to all these rooms you mention? Hmmmm? Ten out of ten for skill, matey, minus several million points for unkindness to your much maligned Ace . . . read on for more on Matthew Smith's second Willy. (*Another cheap crack like that, Ace, and you're fired — Ed.*) Seriously though, congratulations Richard for being first to visit all the rooms.

Next out of the sack is W. Lambert of Stirling who's narked at being unable to get beyond the first few stages in any of the games he buys. Your story has touched my heart (*You big softie! Ed*), so I'll spare a few tips from my box of tricks.

I covered CRL's *Rocky Horror Show* last month but, in case you dared to miss an issue, the point of the game is to collect all the pieces of the de-medusa machine in order to free your partner who's turned to stone. Avoid all the weirdos in the castle as they'll steal your clothes plus any keys and pieces of the machine you've collected.

And, in US Gold's *Raid Over Moscow,* the key to getting past the approach is to stay low else the missiles will getcha from behind.

System 15000, from Craig Communications, is out of my league — it's an adventure. I've passed it onto Miss Adventure (oh, what a damsel!) . . . . And don't let me catch anyone else sending me adventure questions, I've got my reputation to think of, y'know!

Finally, I know exactly how you feel about the 'younger set' and their skill at arcade games — I'm sure you're not alone in this. (*Right on, Grandad! Ed*). So just hang in there — most games are designed to get easier with practice. Best advice is to watch this space for all the tips and tricks of the trade.

Loopy Letter

Ha! I've been looking for one of these for days! This month's Golden Loonie Letter Award goes to the Mutant Messiah him-

Willy or Won't He?

***Jet Set Willy II* is a specially extended version of the old Sinclair Squishboard favourite with improved graphics (yeah?) and zillions more rooms.**

Grab these gems and you can activate the ship. Just head-butt them from below and whoosh! . . . it's on into space, the Final Front Ear.

Here's the Rocket Room. Reach it and you'll get a spanking new spacesuit.



Jump too late and you'll end up wedged in this platform. This'll finish off the game — reset is the only way out.

OK, it's onto the Rocket Room. It's a long journey . . . so start off with a wash and brush up in the Bathroom. Then move on left to Macaroni Ted and through the bottom of Dumb Jetman. Take a breath then make a dash for it . . . through the Top Landing, down the slope to the First Landing, further on down to the Kitchen/Main Stairway and battle your way left to the Back Stairs. Finally, it's straight up to Noman Luni. Phew! Complicated, innit?

This bird moves really fast, so time your jumps by him.

Before jumping here, let the smiling face move down and the bird fly to the far right.

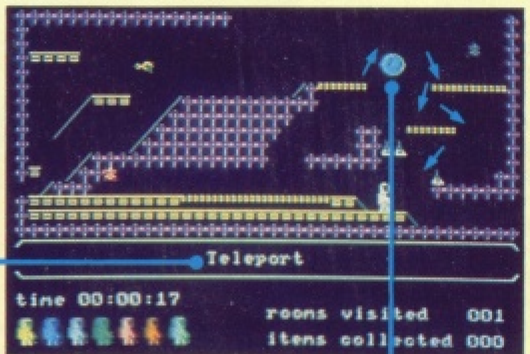
Don't jump into the next screen — you never know who might be lurking on the other side! Just drop from this platform.



Here's the top of the stairs. They'll lead you down to the Conservatory Roof, the West Wing Roof, the West Wing and, finally, the Back Stairs.

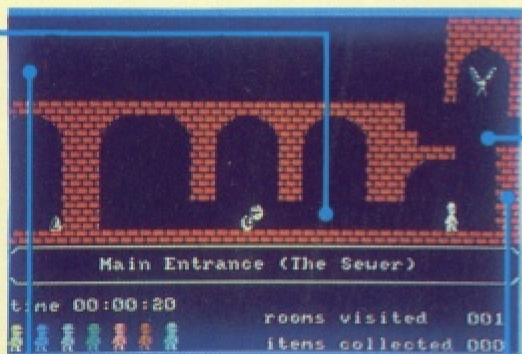
Don't give up yet . . . you're almost there. This way to On the Roof, Up on the Battlements and . . . wait for it . . . We Must Perform a Quirkafleeg. Climb the rope to the Watchtower. Jump up, Spock's yer uncle, you're in the Rocket Room.

Here's the teleport — use the transporter on the spaceship to reach it.



Wait till this ball drops to the bottom of its path, then leap over it. The arrows show your route.

Ugh! What a stench . . . you're in the sewer. To get here, shin up the rope in the Cold Store. The first beastie will rush at you at full speed . . . Don't panic! Jump straight up when he goes past, and again when he returns, then head right — to the wall.



This way to Maga Hill, Holt Road and Downstairs.

This way to yet more screens — Nasties, in the Drains and the Outlet, which lets you escape the sewers to use the rope on the beach.

Aha! . . . the wall. You'll find lots of these . . . Walk into them and they'll swallow you up. But if you jump up and clamber onto the sawtooth serrations then you can step up to the top.

ARCADE ACE

self, Christian Calissendorff. You're kidding??! Nope, that's what it sez 'ere. He's written me the most bozzy letter I've received in many a long parsec. "Greetings Earthings . . . Having a natural sense of humour. . . I shall now write an extremely hilarious letter." Really? So who did you mail it to?? Sorry Chris.

His most effective tip was for Domark's *Eureka* ". . . if this game is driving you a shade mad, then place the cassette on the floor and jump very hard on it." Brilliant! It works . . .

And to break the solitude when punching away at Melbourne House's *The Way of the Exploding Fist*, he suggests you turn it on to a two player game and ". . . simply beat the ying-yangs out of your opponent while he just stands there." Hurumph! That's not cricket. (*No, it's Kung-Fu, you numbskull! Ed*). On with the show . . .

Then there's a long boring bit about Ultimate's *Entombed*. Chris' (I can call you Chris?) instructions up to level 6 are as follows:

Level 1: Right, up, right, up, down, right, up, right, up
Level 2: Left, down, right, right, down, right, up
Level 3: Left, left, up
Level 4: Right, down, right, right, right, down, right, right, down, right, up
Level 5: Left, down, right, right, down, right, up
Level 6: Left, left, left, down

"From there onwards, my brain begins to burst", he says. Yeah, Mutant, mine too. Some more tips from this self-proclaimed "on-the-spock space-invader" are promised. Yipes! I can't wait.

Best Buys

Sport is the name of the game this summer. Hot on the tail of such gems as *The Way of the Exploding Fist,* Commodore's *International Tennis* and Activision's bevy of sporting titles, we're promised Imagine's *Hyper Sports, Konami Tennis* and *Yie-Ar-Kung-Fu,* and US Gold's superb *Summer Games II,* to name but a few.

But such midsummer madness should subside with the onset of autumn. This is the time when software houses, on recovering from near fatal doses of sunshine (*what sunshine. Ed.*), get it into their heads to resume production of real games — albeit follow-ups to old favourites. Ones to look out for include sequels to *Spy Vs Spy* and *Shadowfire,* from Beyond, *Monty on the Run* from Gremlin Graphics and a host of new titles from US Gold and Firebird. So don't fritter away all your pennies on the seafront arcade machines this summer!

Right, that's it! More hints and tips next month so please keep 'em tips a'comin' to Arcade Ace, *Your 64,* Sportscene Specialist Press, 14 Rathbone Place, London W1P 1DE. 64

One Slip And He's Zoff!

At first I thought *Shadowfire* was a really duff game — but now I'm hooked!

When you're leaving the ship, don't forget to arm all the team. OK, so that duffer Ace is stating the obvious . . . but I've witnessed many players slip up here.



Unless you want to while away the rest of your days on Zoff V, don't let Manto forget his teleport when he beetles off in that direction.

Teleport everyone in one go, and fight as a group. This'll boost your chances of defeating most enemies.

Use keycards wherever possible since Severina takes ages to open doors, and you might get attacked.



At some point in the game, you'll have to sacrifice the life of some of the team. You may do so and still complete the mission. But be sure you don't bump off Manto or Severina.

To reach Ambassador Kryxix's location, follow this route: go down from the shuttle bay, then right, up to the right, up, right, down to the right and finally down to the right again. Phew!

Aaahhh! You're injured. Drop everything you're carrying — this'll speed up your recovery.

Aiiiieeee . . . Yaaaahhhh!

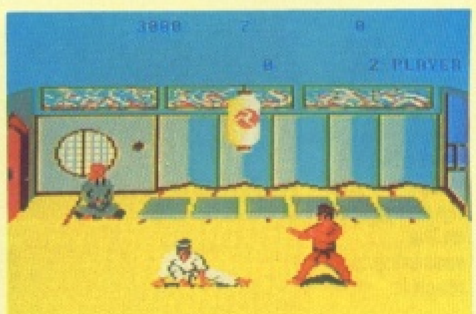
The Way of The Exploding Fist is my fave rave of the moment . . . at least it was until some unspeakable cretin stole my copy.



Not a game for the reticent or faint of heart! Go for a flying kick and, if you judge the distance properly, you'll deck your opponent in one fell swoop.



Two more super-cool methods of sneaking under your rival's block are the Low Sweep and Mid Punch, both administered from the crouched position. If you move in and hit in one smooth blow, you'll get to him seven or eight times out of ten.



The Roundhouse will annihilate your opponent. To do the damage, pull the stick left with the fire button down — you'll spin around, delivering a kick to your opponent's left ear. But, be warned, you can tear your pants like this!

Dear Melbourne House. BUG! Why, at the end of a two player game does the game just stop, flying back into demo mode? No hi-score table, no nothin' . . . tut, tut!

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MISS ADVENTURE



Bound and gagged in the dank and dire depths of the dungeons he screamed for help when, suddenly! . . . an ugly wench appeared. 'Twas Miss Adventure armed with oodles of hints 'n tips for this would-be wanderer.

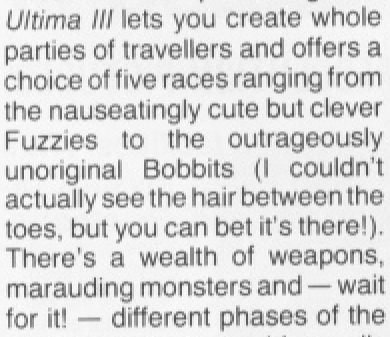
Transfer the mega-successful *Dungeons and Dragons* role playing game to a computer and you've sure as hell got a recipe for disaster. Most of these measly attempts share a common formula — create a character (or group of characters), determining various characteristics (strength, intelligence, etc) and hurtle off in a desperate quest for fame, fortune and an early grave. But all pale beside the real McCoy.

Ultima III

This one, which costs £19.95 and is available on disk from US Gold, is no exception. Why is it, then, that such a great idea should end up as bin fodder?

It's not the scope of the game. *Ultima III* lets you create whole parties of travellers and offers a choice of five races ranging from the nauseatingly cute but clever Fuzzies to the outrageously unoriginal Bobbits (I couldn't actually see the hair between the toes, but you can bet it's there!). There's a wealth of weapons, marauding monsters and — wait for it! — different phases of the moon. What more could any wily wanderer ask for?

Hmmm . . . how about the odd thrill or spill? The display's dull and the attack of the dreaded Balron (yet more plagiarism) is about as exciting as a close encounter with an out-of-focus fuzzy graphic can be. So much for role-playing games carting you off on the wings of imagination — you'd need a very strong one to believe you're anywhere other than dumped in front of the telly watching a drove of drossy figures jerking about the screen.



Ultima III — The ordeal begins!

The Secret of St. Brides

In fact, I found the headmistress in this spiffing spoof a damn sight more terrifying than a Balron. This text-only game compares favourably with *Beatle Quest,* which we looked at last month, — another Quilled-adventure that bears eloquent testimony to Gilsoft's great wheeze to give us all a shot at creating our own adventures.

St. Brides is set in the Irish girls school of the same name and, oh boy, do you get your gymslip in a twist in this one!

You and your bosom pals Cynthia and Fiona are off on a jolly to find the Amulet . . . and maybe find out how it is that all the other gels reckon it's 1929 when you know perfectly well it's 1985. Even the wistful Cynthia and Fiona are a little dim on this score — they're readily fooled by such rotters as newspapers in attics and old radios blaring out pre-war BBC news. Poor show, eh?

Yours truly is swift to the rescue. But, make no mistake gels, this is no picnic. In fact, it's really jolly tough, and the Headmistress has a good line in hypnotism — chiz! But pucker up cos I reckon this is actually a bit of alright!

Tit Bits

Ram Jam, who thrilled you with *Valkyrie 17,* are now set to tickle your fancy with a game based on the *Yes Minister* TV series. This pin-striped program should be marching your way, courtesy of Mosaic Publishing (remember *Erik The Viking*?), before Christmas. More details as soon as red-tape allows. . .

Four mega-releases are brewing at Adventure International — *Robin of Sherwood* (of which thou no doubt has heard), Buckaroo Banzai, a graphics adventure in which Buckaroo must save the world *(And I thought it was a rodeo horse game! Ed), Questprobe III,* another Scott Adams gem for True Believers and featuring the Fantastic Four and — can you believe it? — a *Gremlins* arcade game — the arcade game of the adventure game of the film? If that trend continues, perhaps we'll soon see *Space Invaders,* The Text Adventure: "You are in a dark place. You can see: squiggly graphic shapes. You can go: up, or left and right"!

Fan Mail

Mr Schmidt's letter from sunny South Africa slipped through the letter-box into my cavern this month, with solutions to *Zork I and II, Planetfall, Suspended, Enchanter, Lords of Time, System 15000,* and *Mission 1.* Not only that, but he includes some useful maps as well. Many thanks, Mr Schmidt, and we'll use the maps in a future issue. Meanwhile, if any desperate adventurers are stuck on the above games, let me know and I'll dish out the answers.

Others writing to the Empress of Eternity (that's me, by the way) include two very masochistic adventurers, Joseph Smith and Peter Jackson. Joseph is stuck in *Aztec Tomb* and Peter in *Macbeth* — but get this, between them they've been struggling with these games for EIGHTEEN MONTHS!! Now look here boys, I know us girls fare better at this adventure lark and a man's got to do what a man's got to do and all that, but this is really too much. I think you better both take a look out of the window just to check if the men in white coats aren't rushing up to the front door. In the meantime, I've included your frantic pleas elsewhere on this page.

My heart bleeds for Matthew Gatley — "When I get to the waterfall in *The Hobbit,* some pale bulbous eyes kill me. That's as far as I can get. Please help!" Poor Matthew, you haven't got very far, have you? Still, it's a credit to Melbourne House that people are still struggling with *The Hobbit* so long after its release. Hold out a bit longer, Matthew, and maybe you'll get a little further.

Other notable communicants include Nick Walkland who writes "I would be grateful if you could give a mention to a new club which I am setting up. . ." OK Nick, there's the mention. Interested parties should drop the brave man a line at his address, printed in the Hall of Heroes. Also a brief mention of Tony Treadwell, who featured in last month's issue. Tony is moving house this month, so if you were planning to write to him about his club you should wait until the next issue comes out, when we'll be able to reveal his new whereabouts. Hmmm . . . what about a club for adventuresses? Any Heroines fancy giving it a try?

That's the lot for this month. Don't forget, if you have completed a game, mugged an Orc, or swallowed a Balrog then I want to hear about it — and so do thousands of others. Drop me a line (on a postcard) at *Your 64,* 14 Rathbone Place, London W1P 1DE. If you've help to offer, you could find yourself winning undying fame in the legendary Hall of Heroes — so get scribbling! C-4

HALL OF HEROES

Here are the addresses of those Warriors and War-lords of distinction who have conquered untold dangers and now offer you their valuable assistance. Don't forget — if you expect a reply, do them the favour of including an SAE with your plea for help.

Twin Kingdom Valley, Lords of Time
Jason Shields, 4 Fell Croft, Dalton-in-Furness, Cumbria, LA15 8DD. Tel. (0229) 63451 weekdays 6-9.30 pm.

Urban Upstart
Michael Ferris, 6 Pinfold Close, Mirfield, W Yorkshire, WF14 9JB. Tel. (0924) 493543 after 4 pm.

All Level 9 games, Mysterious Adventures, Interceptor Adventures, plus the Ket Trilogy, the Zork Trilogy, Deadline, Sherlock, The Hobbit, Valkyrie 17, Urban Upstart, Eureka! and many more . . .
Nick Walkland, 84 Kendal Road, Hillsborough, Sheffield, S6 4QH. Tel. (0742) 340433 6-7.30 pm.

Heroes of Karn, Hobbit, Valhalla, Sorcerer of Claymorgue Castle, Golden Baton, Lords of Midnight
J Walker, 23 Westfield Drive, Harpenden, Herts, AL5 4LR.

Starcross, Aztec Tomb 1, Dallas Quest, Tracer Sanction, Urban Upstart, Enchanter
Marco van Slageren, Langswater 299, 1069 E Amsterdam, Holland.

Frantic Plea Department

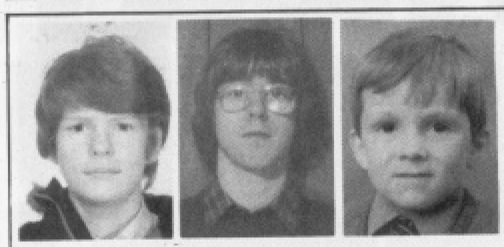
Aztec Tomb — I'm in the boat, and cannot climb up the cliff. I've been trying for over 1 year. Please help! Joseph Smith, 26 Ambleside, Calmont Road, Bromley, Kent — Tel. 01-290 1209.

Macbeth Adventure No 1 — At the top of the castle, how do I get past Macdonwald? This has baffled me for six months. Peter Jackson, 22 Norrels Croft, Rotherham, South Yorks S60 2QZ.

Please note, fellow adventurers, that I do not plan to make the Frantic Pleas Department a regular instalment on this page, so don't go writing in saying you've been stuck in a Hobbit-hole since 1904. It's just that I think the two lads above need help . . . or medical attention!

Y64 TOP TEN CLASSICS

1 INTERNATIONAL SOCCER
COMMODORE ↑ 2



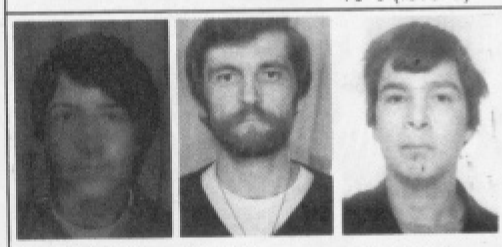
Jonathan Smith 11-0 (level 9) · **Alex Booth** 13-0 (level 9) · **Steve Mulholland** 15-0 (level 9)

2 IMPOSSIBLE MISSION
CBS/EPYX ↑ 3



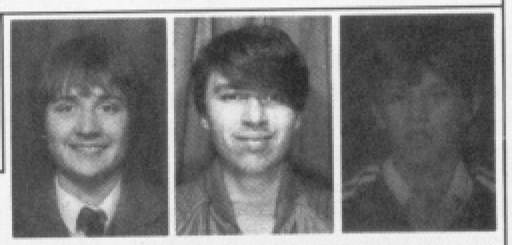
David Edwards 29,883 · **Adam Bell** 29,860 · **Andrew Sutton** 28,237

3 BEACH HEAD
US GOLD ↑ 4



William Love 720,000 · **P Eves** 765,256 · **D Reynard** 798,600

4 STAFF OF KARNATH
ULTIMATE ↑ 6



G Hugill 6.39 pm · **Andrew Grifo** 6.42 pm · **Gary Patterson** 6.43 pm

5 GHOSTBUSTERS
ACTIVISION ↓ 1



Tony Groves £327,600 · **G Hugill** £999,999 · **John Edmunds** £999,999

6 SPY VS SPY
BEYOND NEW



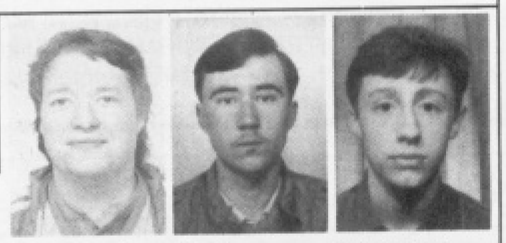
Mark Cassidy 9810 · **Andy Clarke** 8970 · **Giancarlo Bernini** 6570

7 BRUCE LEE
US GOLD ● 7



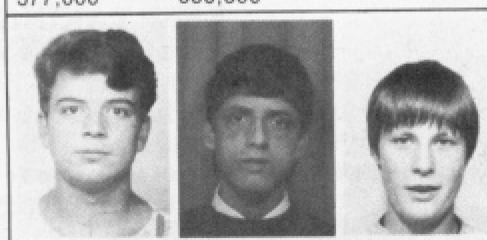
Michael Sherling 577,000 · **Graham Burgess** 585,800 · **Andy Clarke** 1,055,675

8 MANIC MINER
SOFTWARE PROJECTS RE-ENTRY



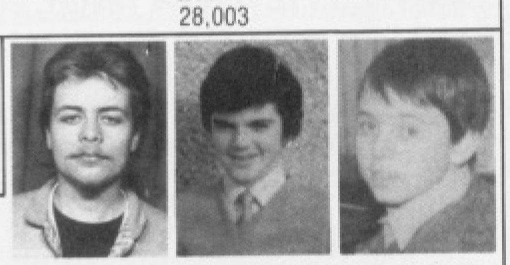
David Read 227,947 · **Stephen Watson** 28,003 · **Philip Alder** 23,461

9 RAID OVER MOSCOW
US GOLD ↓ 5



Dave Bartos 338,900 · **Colin Burroughs** 496,400 · **David Burney** 520,200

10 TAPPER
US GOLD ↓ 8



J P Willis 1,326,600 · **Richard Jones** 1,045,125 · **Ciaran Downey** 1,009,975

Y64 TOP TEN HOT SHOTS

Pos	Move	Title	Publisher
1	↑ 3	PITSTOP II	CBS/EPYX
2	↓ 1	INTERNATIONAL BASKETBALL	COMMODORE
3	↓ 2	IMPOSSIBLE MISSION	CBS/EPYX
4	● 4	ELITE	FIREBIRD
5	↑ 6	ENTOMBED	ULTIMATE
6	↑ 10	SHADOWFIRE	BEYOND
7	NEW	DALEY THOMPSON'S SUPERTEST	OCEAN
8	↓ 7	EVERYONE'S A WALLY	MIKRO-GEN
9	NEW	MOON CRESTA	INCENTIVE
10	NEW	HYPER SPORTS	IMAGINE

Want to win fame and fortune? Get your mugshot among Y64's high scorers — and you could win a prize.

WHO DARES WINS!

Why spend time poring over somebody else's chart when you can star in your very own games league? The Top Ten Classics show the highest scores notched up on your all-time fave games while our Hot-Shots reflect the games you're yearning for this month.

Vote With A Photo!

It's hot, hot, hot in our Top Ten Classics chart as the zappiest joystick junkies in the world battle it out to get their pics in the top-people's chart. Just send us your highest scores for your all-time fave games and a passport-sized black and white photo of yourself. And no cheating please — don't forget to get your score witnessed.

But that's not all! Three lucky hot shots will win a free game. Remember these are your charts and your vote counts!

Your 64 CHART CHALLENGE

My top three all-time favourite games are:

1 ....

2 ....

3 ....

The next games that I'm getting hold of are:

1 ....

2 ....

3 ....

My top scores are:*

1 ....

2 ....

3 ....

*Please specify level of difficulty

Stick your photograph here if you are going for the High Scores Chart

And this is who I am:

Name ....

Address ....

....

.... **Postcode** ....

Independent witness*

Name ....

Address ....

....

.... **Postcode** ....

*Must be over 18

Complete the coupon (or a photocopy of same) and send it to *Y64* Chart Challenge, *Your 64*, 14 Rathbone Place, London W1P 1DE. Make sure you include a black and white photo of yourself if you're going for the high scores!

MAGAZINE HEALTH WARNING Using scissors on this page may impair the overall health of this magazine — please use a photocopy instead.

SOFT WARES

Get yourself onto a nice little earner with Your 64's exclusive software deal.

RIGHT! It's like this. You vote your favourite and most coveted games into our top ten charts. Then we get on the blower and fix up a few deals for you. Yes, John, we're offering brand-new, original games direct to you at exclusive prices. Just being a *Your 64* reader gets you in on the deal. Do yerself a favour ... fill out the coupon now and save some of those readies!

SAVE MONEY WITH Y64

Complete this coupon (or a photocopy of same) and send it off to *Y64* Soft Wares, PO Box 320, London N21 2NB.
Please allow 28 days for delivery.

	R.R.P.	**OUR PRICE**
☐ Bruce Lee (US Gold) 001	£9.95	**£8.95**
☐ Staff of Karnath (Ultimate) 002	£9.95	**£8.95**
☐ Tapper (Sega) 003	£9.95	**£8.95**
☐ Spy Vs Spy (Beyond) 005	£9.95	**£8.95**
☐ International Soccer (Commodore) 011	£14.99	**£12.99**
☐ Ghostbusters (Activision) 012	£10.99	**£9.99**
☐ Beach Head (US Gold) 014	£9.95	**£8.95**
☐ Raid Over Moscow (US Gold) 015	£9.95	**£8.95**
☐ Impossible Mission (CBS/Epyx) 016	£8.95	**£7.95**
☐ International Basketball (Commodore) 027	£5.99	**£4.99**
☐ Elite (Firebird) 028	£14.95	**£13.95**
☐ Shadowfire (Beyond) 034	£9.95	**£8.95**
☐ Entombed (Ultimate) 035	£9.95	**£8.95**
☐ Everyone's A Wally (Mikro-Gen) 036	£9.95	**£8.95**
☐ Pitstop II (CBS/Epyx) 037	£10.95	**£9.95**
☐ Daley Thompson's Supertest (Ocean) 038	£7.95	**£6.95**
☐ Moon Cresta (Incentive) 039	£6.95	**£5.95**
☐ Hyper Sports (Imagine) 040	£8.95	**£7.95**

At these ridiculous prices, how could I resist this exclusive *Y64* offer? I've ticked the games I want to order and enclosed a cheque for £...... made out to Sportscene Specialist Press Ltd.

Please charge my Access/Visa/American Express/Mastercharge card number* ....
(*Delete as applicable)

Signature ....
(Credit card orders cannot be accepted without a signature.)

Name ....

Address ....

....

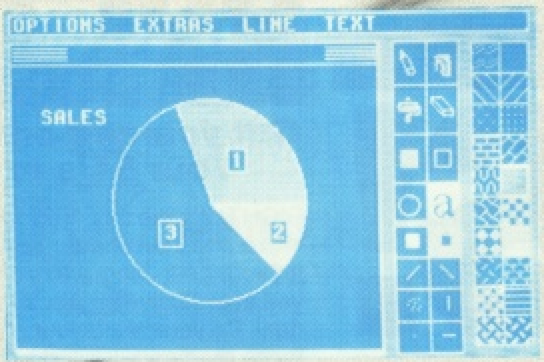
.... Postcode ....

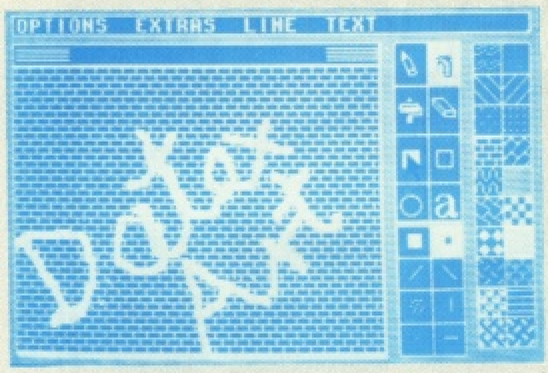
For office use only!

You've never seen anything like it.

A Mouse that's light years ahead of anything else of its kind, with the best graphics software ever written for the Commodore 64, 128 and SX64.

It's packed with features – you'll be amazed at what you can do with charts and creative designs.





We've given the Mouse a wide variety of brush and spray shapes, different screen textures and a whole palette of pre-programmed background patterns.

(You've the option of designing your own, too.)

There's a huge choice of colours, 16 foreground and 16 background, useable in any of 256 combinations.

You can draw shapes, fill areas with textures and special patterns, and move designs around.

Or put clear, attractive business graphics on paper for professional reports, charts and newsletters.

With clear on-screen icons and at-a-touch pull-down menus, every operation is kept perfectly simple.

Drawing a circle, for example, is a simple matter of marking the centre, moving the mouse outwards until you've found the correct size and then pressing the 'select' button to plot the circle.

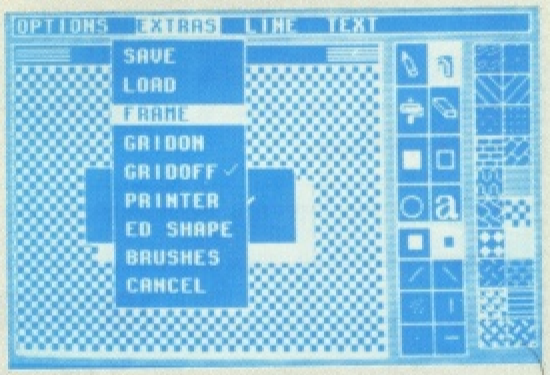
Put all that together and you've a stunning graphics package – at the touch of a finger.

It will even integrate happily with our forthcoming business software.

The Mouse comes complete with disk and cassette software, full instructions and a price tag of just £74.95.

Stunning graphics at a touch

Of course, we have to own up and admit that we have a rather famous rival. A perfect snip at a little under £2,000.





Datex Mouse. There's nothing in the world to touch it.

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FOX HUNT

Intrepid pilot Steve Malone *gets on board the* Skyfox *for the latest 'air raising battle of the skies.*

So you reckon you've jockeyed a few planes in your time? You think you've sensed the terror of piloting a flying bomb with a measly few inches of metal between you and the blast behind your lughole? Well, I'm sure you're game for just one more airborne escapade. So, strap yourself in cos we're off for a ride on the *Skyfox.*

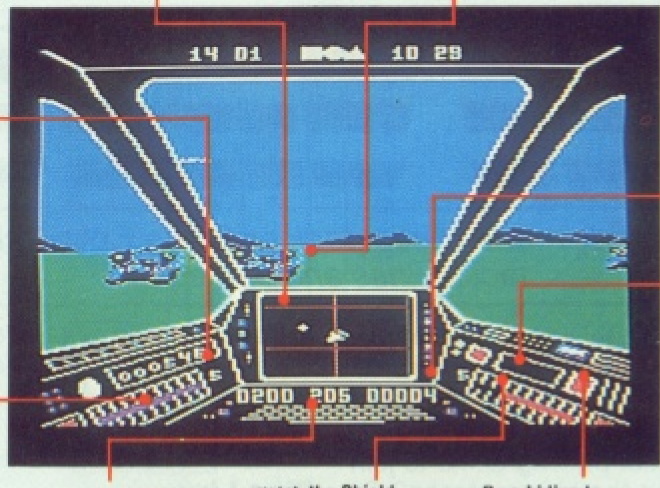
With hordes of aliens on the rampage, only the *Skyfox* stands between the Federation and total destruction in a game which has all the trappings of a *Star Wars* scenario. You know the sort of thing — aliens attacking a helpless asteroid with a souped-up battle cruiser poised on the launch pad.

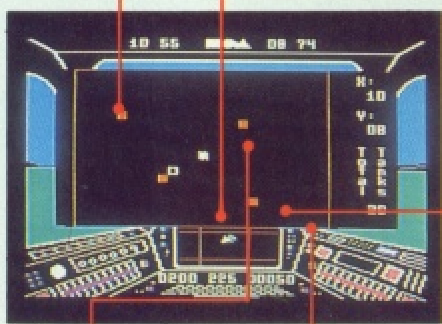
But it also closely resembles a standard World War III shoot 'em up. Look at the evidence. First there's the *Skyfox* — a mean machine to be sure but it can't zoom off into space. So it's a jet rather than a rocket. The tanks look like your bog standard modern battle tanks and the alien planes bear an uncanny resemblance to, well . . . er, aeroplanes. The only spanner-in-the-works is the Mothership — a sort of futuristic castle-in-the-air. Maybe this was originally intended as a World War III job but the programmers reckoned the Mothership looked a bit out of place so decided to shift the action a couple of centuries.

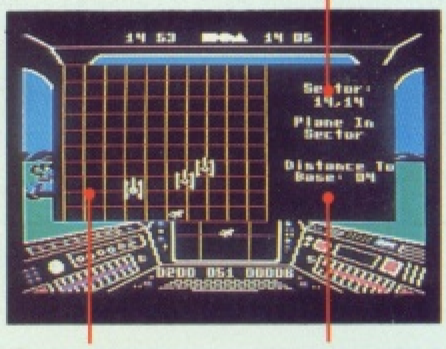
But, on with the game. It's split into two parts — a low level section where you tear around blasting up tank formations and enemy bases ad infinitum, and a higher level which is a real flight simulator where you whizz around ducking and weaving with the enemy planes. You can swop levels during a single mission, but a nice dollop of clouds will obscure your view while the other half of the program loads.

So, how d'ya embark on your mission? With difficulty! The *Skyfox* may be a fancy flyer but, to the novice, it's a pig to fly. Pull the joystick slightly to the left or right to centre your target and the plane will freak out! It's like trying to shoot something while dangling from a swinging pendulum. Still, you've got a lot of ammo. It's best to bump off as many tanks as poss early on since, the nearer you get, the tougher it becomes.

Skyfox may not be the best combat simulator ever to blast onto our screens, but it's certainly a lot of fun. *Skyfox* is available on cassette and disk and costs £9.95 and £12.95 respectively. 64







Game	Company	Price (Cassette)	Price (Disk)
F-15 Strike Eagle	US Gold	£9.95	£14.95
Super Huey	US Gold	£9.95	£14.95
747 Flight Sim.	DocSoft	£12.95	£15.00
Glider Pilot	CRL	£8.95	£12.95
Jump Jet	Anirog	£9.95	£14.95
The Dambusters	US Gold	£9.95	£14.95
Space Shuttle	Activision	£9.99	—
Flight Path 737	Anirog	£7.95	£9.95
Spitfire 40	Mirrorsoft	£9.95	£12.95
Fighter Pilot	Digital Integration	£9.95	£14.95
Flyer Fox	Tymac	£9.95	£14.95
Wing Commander	Creative Sparks	£7.95	—
Spitfire Ace	US Gold	£9.95	£14.95

***Skyfox* has competition — there's a veritable barrage of flight and combat simulators on the market. Book a trip on one of these in your quest for the perfect simulator.**

THROWN TO THE LINES

Part II of our ready made hi-res pack as Steve Colwill *shows how to tackle lines and circles...*

Drawing straight lines on a computer may look easy but don't be fooled. OK, so boring old horizontal and vertical lines are are a doddle but what about plotting a line to join any two points on the hi-res screen? Or even a circle? Stop fretting — it can be done and if you use the routines here all it takes is a little typing.

Both the Line and Circle routines use the hi-res Setup and Plot routines from last month's issue, we've reprinted the Plot Basic loader below!

Fine Line

First off, we've got to tell the routine where to start drawing the line and where to draw it to. This info is passed to it as two pairs of co-ordinates which I'll call (X1, Y1) and (X2,Y2). To jog your memory, last month's *Get Plotted!* article told us that the hi-res screen starts in the top left corner rather than the more common bottom left corner. All this means is that Y co-ordinates grow as you move down the screen rather than up it.

But, lest we be accused of overtaxing your flagging brain cells, we've cut out all the drudgery. If you look at the Basic demo program for Line, you'll see that the subroutine at line 1000 handles all the tricky bits. So, all you have to do is set up the Basic variables X1,Y1 and X2,Y2 with the two line end co-ordinates and call the subroutine using GOSUB 1000. But you can't run the demo until the Setup and Plot routines are in memory. You do this by loading and running the Basic loaders for each routine before loading the demo.

To draw a line, you must work out its gradient — how much it slopes. You'll see in the diagram that we've got to adopt an appropriate tactic to draw the line depending on how steep it is and which way it slopes. Most of the line routine is concerned with sussing out which of the eight possible tactics to go for — actually drawing the line in is easy!

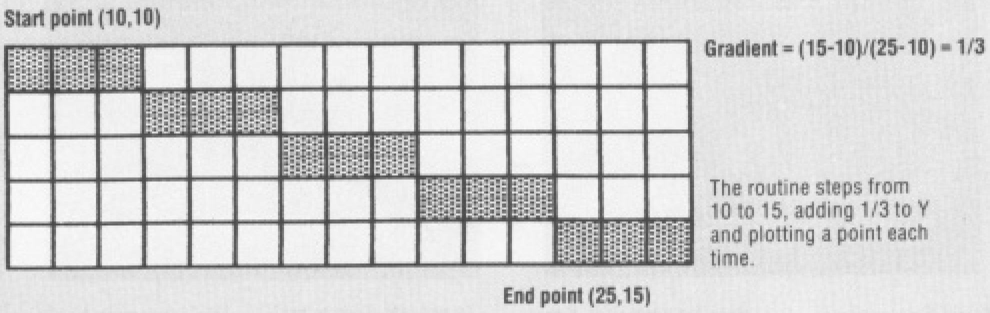
Going Round In Circles

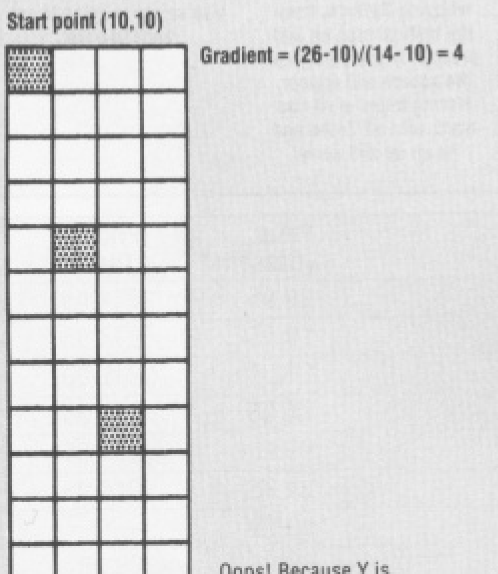
OK, first the bad news — it's impossible to draw a perfect circle on any hi-res screen. But the good news is that you can cer-

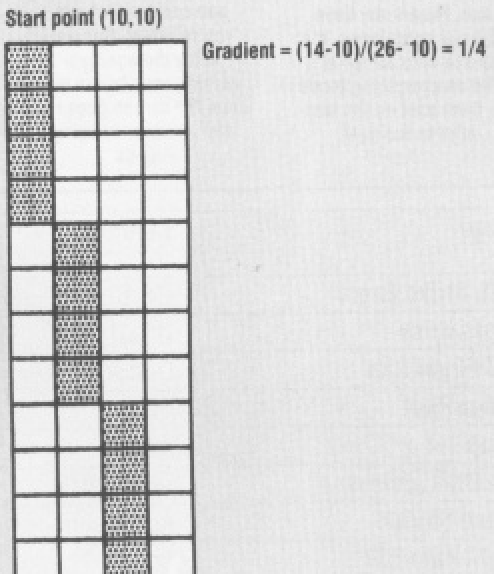
Drawing The Line

Drawing a line between any two points shouldn't prove too hard. The best way is the obvious way. Work out the gradient of the line (how many points it goes down divided by how many it goes across). Then, starting at the first point, move across one point and go down by the gradient, plotting a point as you go. This works great for gentle slopes. Trouble is if the line is very steep (it goes down more than one point for every point it goes across), you'll get a broken line like the one shown here. In this case, the routine adopts the opposite tactic — from the start it goes down point by point, adding the gradient to the X co-ordinate as it goes.

The other hassle is that lines don't always go down and across the screen. Where possible the routine will swop over the co-ordinates you give it so that the line does move down and right. If not, it simply steps left or up as appropriate and draws the line from the far end.







CALL ME

Setup and Plot	
SYS 49168	Select Hi-res mode.
SYS 49268	Select Text mode.
SYS 49300	Plot or Unplot point.
POKE 49152	Set to 1 to clear Hi-res screen when you SYS 49168. Set to 0 to leave screen intact.
POKE 49153	Set current colour number. The colour number is *background colour* + 16∗ *foreground colour.*
POKE 49154	Set to 1 to plot points, 0 to unplot them.
Line	
POKE 49552	Low byte of X1.
POKE 49553	High byte of X1.
POKE 49554	Low byte of X2.
POKE 49555	High byte of X2.
POKE 49556	Y1.
POKE 49557	Y2.
SYS 49565	Draw line (X1,Y1) to (X2,Y2).
Circle	
POKE 50048	Low byte of XC.
POKE 50049	High byte of XC.
POKE 50050	YC.
POKE 50051	Radius of circle.
SYS 50061	Draw circle with centre (XC,YC) and radius R.

Here's the complete set of POKEs and SYS calls to use the hi-res routines. Remember that you'll need the Setup and Plot routines loaded to be able to draw lines and you'll need Setup, Plot and Line to be able to use Circles. Have a look at the subroutines in the demo programs for an easy way to call the routines.

tainly get pretty close. As always, what you gain in accuracy, you'll lose in speed.

This routine generates a reasonable-looking circle at great haste. I got together with my mate Pythagorus to produce a small table of magic numbers that can be used to find the co-ordinates of 130 points around the edge of the circle. The routine then joins them together by calling Line. So, next time anyone asks you how many corners a circle's got — in this case it's 130! However, that's enough corners to make all but the largest circles look right.

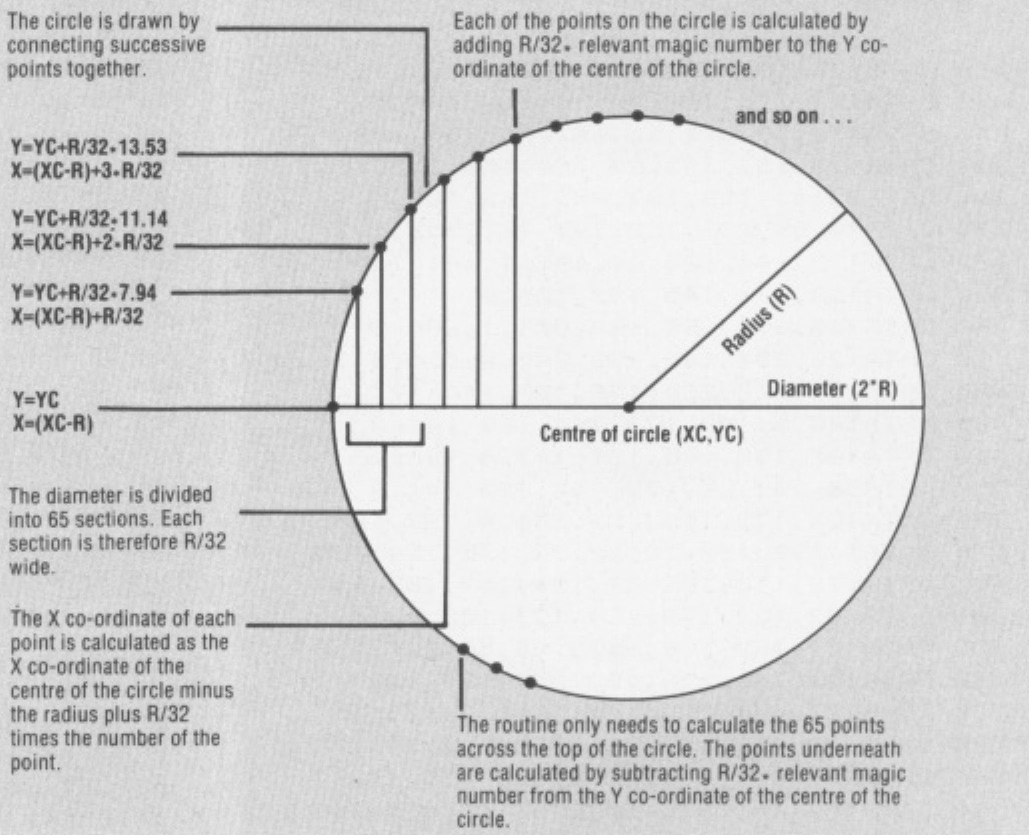
Once again, POKE is used to tell the program where and how large we want our circle to be. In the Circle demo program, there's a subroutine which sets up these locations and calls the machine code. All you have to do is assign the Basic variables, CX and CY, with the co-ordinates of the circle's centre and R with its radius, then call the subroutine with GOSUB 1000.

The demo program draws a series of small circles around an elliptical ring. Alter the variables AR and RR to change the perspective of the design and the speed at which the circles get smaller to see some different effects.

Once you've got these loaders in and checked, you should have all you need to get your own hi-res drawings together. You can do anything from art to game backgrounds or business graphs. Let us know how you get on . . .

How to get around . . .

Drawing circles from machine code isn't very much fun — the usual methods of calculating square roots or sines and cosines are complicated and slow. The routine here uses a sneaky technique which relies on a table of 65 precalculated numbers. You can use these to calculate the co-ordinates of 130 points around the circle and then use the Line routine to join them up. If you need to know, the magic numbers are calculated as SQR(64∗N-N ↑2) for values of N from 0 to 64.



Basic Loader For Setup And Plot

```
10 REM **** C64 HIRES SETUP AND PLOT ***
20 REM ****   ROUTINE BASIC LOADER   ***
30 FORI=49168 TO 49543:READ A:POKE I,A:C
C=CC+A:NEXT I
40 READ CS:IF CC<>CS THEN PRINT"CHECKSUM
 ERRO":STOP
100 DATA173,0,192,240,57,169,0,133,251
110 DATA169,140,133,252,162,3,160,0
120 DATA173,1,192,145,251,136,208,251
130 DATA230,252,202,48,8,208,244,145
140 DATA251,160,231,208,238,169,0,133
150 DATA251,169,160,133,252,162,32,160
160 DATA0,169,0,145,251,136,208,251
170 DATA230,252,202,208,246,173,2,221
180 DATA9,3,141,2,221,173,0,221,41,252
190 DATA9,1,141,0,221,169,140,133,56
200 DATA169,56,141,24,208,173,17,208,9
210 DATA32,141,17,208,76,147,192,173,2
220 DATA221,9,3,141,2,221,173,0,221,41
230 DATA252,9,3,141,0,221,169,20,141
240 DATA24,208,173,17,208,41,223,141
250 DATA17,208,96,32,129,193,32,211
260 DATA192,173,1,192,160,0,145,253
270 DATA160,0,173,15,192,174,2,192,240
280 DATA7,17,251,145,251,76,129,193,73
290 DATA255,49,251,145,251,76,129,193
300 DATA32,129,193,32,211,192,160,0
310 DATA177,253,141,6,192,177,251,45
320 DATA15,192,141,7,192,76,129,193
330 DATA173,4,192,141,9,192,173,3,192
340 DATA41,248,141,8,192,173,3,192,41
350 DATA7,141,10,192,173,5,192,170,41
360 DATA7,141,12,192,138,74,74,74,141
370 DATA11,192,169,0,141,13,192,24,109
380 DATA11,192,109,11,192,109,11,192
390 DATA109,11,192,109,11,192,141,14
400 DATA192,74,110,13,192,74,110,13
410 DATA192,170,173,13,192,24,109,8
420 DATA192,168,138,109,9,192,170,138
430 DATA24,105,160,170,152,24,109,12
440 DATA192,168,138,105,0,133,252,132
450 DATA251,169,1,141,15,192,56,169,7
460 DATA237,10,192,240,7,170,14,15,192
470 DATA202,208,250,173,4,192,74,110,3
480 DATA192,74,110,3,192,74,110,3,192
490 DATA24,105,140,141,4,192,169,0,14
500 DATA14,192,42,14,14,192,42,14,14
510 DATA192,42,170,173,3,192,24,109,14
520 DATA192,133,253,138,109,4,192,133
530 DATA254,96,165,1,73,1,133,1,96
540 DATA45563:REM*CHECKSUM*
```

Basic Loader For Line

```
10 REM **** LINE BASIC LOADER ****
20 FOR I=49565 TO 50040
30 READ A:POKE I,A:CC=CC+A
40 NEXT I
50 READ CS:IF CC<>CS THEN PRINT"CHECKSUM
 ERROR":STOP
100 DATA173,144,193,205,146,193,208,29
110 DATA141,3,192;173,145,193,205,147
120 DATA193,208,18,141,4,192,173,148
130 DATA193,205,149,193,208,7,141,5
140 DATA192,32,98,195,96,169,0,141,156
150 DATA193,141,155,193,141,153,193
160 DATA141,154,193,173,146,193,56,237
170 DATA144,193,141,150,193,173,147
180 DATA193,237,145,193,141,151,193,16
190 DATA8,173;155,193,9,2,141,155,193
200 DATA173,149,193,56,237,148,193,141
210 DATA152,193,176,8,173,155,193,9,1
220 DATA141,155,193,173,155,193,201,1
230 DATA240,20,201,2,208,6,32,55,195
240 DATA76,194,193,201,3,208,19,32,55
250 DATA195,76,194,193,173,148,193,56
260 DATA237,149,193,141,152,193,238
270 DATA156,193,173,150,193,24,105,1
280 DATA141,150,193,173,151,193,105,0
```

THROWN TO THE LINES

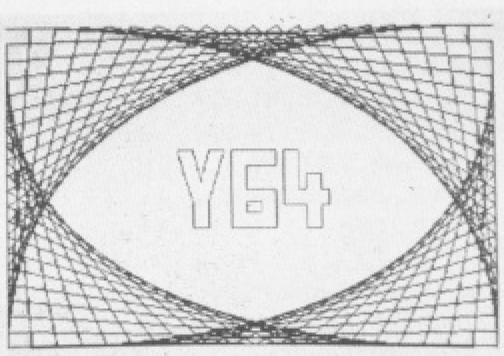
```
290 DATA141,151,193,238,152,193,172
300 DATA148,193,173,151,193,201,1,240
310 DATA112,173,150,193,205,152,193
320 DATA176,104,173,144,193,141,3,192
330 DATA173,145,193,141,4,192,140,5
340 DATA192,152,72,32,98,195,104,168
350 DATA173,153,193,24,109,150,193,176
360 DATA8,141,153,193,205,152,193,144
370 DATA24,56,237,152,193,141,153,193
380 DATA173,144,193,24,105,1,141,144
390 DATA193,173,145,193,105,0,141,145
400 DATA193,173,156,193,201,1,208,9
410 DATA136,204,149,193,240,9,76,79
420 DATA194,200,204,149,193,144,171
430 DATA140,5,192,173,144,193,141,3
440 DATA192,173,145,193,141,4,192,32
450 DATA98,195,96,173,144,193,141,3
460 DATA192,173,145,193,141,4,192,140
470 DATA5,192,152,72,32,98,195,104,168
480 DATA173,153,193,24,109,152,193,141
490 DATA153,193,173,154,193,105,0,141
500 DATA154,193,173,153,193,56,237,150
510 DATA193,141,153,193,173,154,193
520 DATA237,151,193,141,154,193,48,15
530 DATA173,156,193,201,1,240,4,200,76
540 DATA22,195,136,76,22,195,173,153
550 DATA193,24,109,150,193,141,153,193
560 DATA173,154,193,109,151,193,141
570 DATA154,193,173,144,193,24,105,1
580 DATA141,144,193,173,145,193,105,0
590 DATA141,145,193,205,147,193,208
600 DATA139,173,144,193,205,146,193
610 DATA208,131,76,164,194,173,146,193
620 DATA72,173,144,193,141,146,193,104
630 DATA141,144,193,173,147,193,72,173
640 DATA145,193,141,147,193,104,141
650 DATA145,193,173,149,193,72,173,148
660 DATA193,141,149,193,164,141,148
670 DATA193,96,173,4,192,240,7,173,3
680 DATA192,201,64,176,10,173,5,192
690 DATA201,200,176,3,32,148,132,56
700 DATA68031:REM*CHECKSUM*
```

Basic Loader For Circle

```
10 REM **** CIRCLE BASIC LOADER ****
20 FOR I=50061 TO 50388
30 READ A:POKE I,A:CC=CC+A
40 NEXT I
50 READ CS:IF CC<>CS THEN PRINT"CHECKSUM
 ERROR":STOP
100 DATA173,128,195,56,237,131,195,141
110 DATA146,193,141,144,193,173,129
120 DATA195,233,0,141,147,193,141,145
130 DATA193,173,130,195,141,132,195
140 DATA141,133,195,173,131,195,41,31
150 DATA141,137,195,173,131,195,74,74
160 DATA74,74,74,141,138,195,169,0,170
170 DATA141,139,195,189,148,196,141
180 DATA134,195,173,131,195,141,135
190 DATA195,32,127,196,141,136,195,173
200 DATA130,195,56,237,136,195,8,46
210 DATA140,195,40,176,2,169,0,72,141
220 DATA149,193,173,132,195,141,148
230 DATA193,173,144,193,72,173,145,193
240 DATA72,138,72,110,140,195,144,3,32
250 DATA157,193,104,170,104,141,145
260 DATA193,104,141,144,193,173,130
270 DATA195,24,109,136,195,144,2,169
280 DATA200,72,141,149,193,173,133,195
290 DATA141,148,193,138,72,32,157,193
300 DATA104,170,173,146,193,141,144
310 DATA193,173,147,193,141,145,193
320 DATA104,141,133,195,104,141,132
330 DATA195,173,146,193,24,109,138,195
340 DATA141,146,193,173,147,193,105,0
350 DATA141,147,193,173,139,195,24,109
360 DATA137,195,141,139,195,201,32,144
370 DATA23,56,233,32,141,139,195,173
380 DATA146,193,24,105,1,141,146,193
390 DATA173,147,193,105,0,141,147,193
400 DATA232,224,65,240,3,76,199,195,96
410 DATA169,0,141,136,195,160,8,78,134
420 DATA195,144,4,24,109,135,195,106
430 DATA136,208,243,96,0,63,89,108,123
440 DATA137,149,159,169,177,185,193
450 DATA199,205,211,216,221,226,230
460 DATA233,237,240,243,245,247,249
470 DATA251,252,253,254,255,255,255
480 DATA255,255,254,253,252,251,249
490 DATA247,245,243,240,237,233,230
500 DATA226,221,216,211,205,199,193
510 DATA185,177,169,159,149,137,123
520 DATA108,89,63,0
530 DATA49600:REM*CHECKSUM*
```

Demo Program For Line

```
10 REM **** HIRES LINE TEST ****
12 FL=1:REM PLOT FLAG
15 POKE53280,1:REM WHITE BORDER
17 POKE49153,5*16+1:REM SET INITIAL COLO
UR TO GREEN ON WHITE
20 POKE49152,1:SYS49168:REM CLEAR SCREEN
30 POKE49153,5*16+1:REM ENSURE COLOUR IS
 GREEN ON WHITE
40 POKE49154,FL:REM SET PLOT MODE
45 REM ** DRAW NET CURVES **
50 RX=319/20:RY=199/20:Y=0
60 FOR X=0 TO 319-RX STEP RX
70 Y=Y+RY
80 X1=X:Y1=199:X2=0:Y2=Y  :GOSUB 1000
85 X1=X:Y1=0:X2=319:Y2=Y  :GOSUB 1000
86 NEXT X
87 Y=0
90 FOR X=319 TO RX STEP -RX
95 Y=Y+RY
100 X1=X:Y1=0:X2=0:Y2=Y  :GOSUB 1000
110 X1=X:Y1=199:X2=319:Y2=Y  :GOSUB 1000
120 NEXT X
200 REM ** DRAW Y64 **
201 POKE49153,4*16+1:REM SET PURPLE FORE
GROUND
202 RESTORE:FOR J=1 TO 4:REM NO OF SHAPE
S
203 READ X1,Y1,C
205 FOR I=1 TO C
220 READ A,B:X2=X1+A:Y2=Y1+B :GOSUB 1000
225 X1=X2:Y1=Y2
230 NEXT I,J
900 GET A$:IF A$="" THEN 900:REM WAIT FO
R KEYPRESS
```



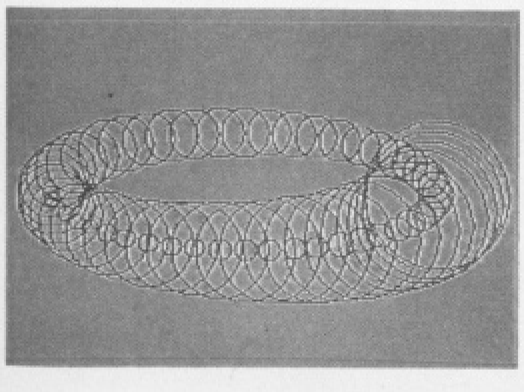
Wow! It's better than Spirograph. These effects are produced with the line demo. Why not think of a few designs of your own.

THROWN TO THE LINES

```
905 FL=1-FL:IF A$<>"X" THEN 30
910 SYS 49268:REM BACK TO NORMAL SCREEN
990 END
999 :
1000 REM **** CALL LINE ROUTINE ****
1010 MHI=INT(X1/256):MLO=X1-MHI*256
1020 NHI=INT(X2/256):NLO=X2-NHI*256
1030 POKE 49552,MLO:POKE 49553,MHI
1040 POKE 49554,NLO:POKE 49555,NHI
1050 POKE 49556,Y1:POKE 49557,Y2
1060 SYS 49565:REM CALL LINE
1070 RETURN
3000 REM **** Y DATA ****
3002 DATA 110,75,9:REM START AND NO OF L
INES
3005 DATA 10,35,0,15,10,0,0,-15,10,-35,-
10,0,-5,20,-5,-20,-10,0
3010 REM **** 6 DATA ****
3012 DATA 145,75,8
3020 DATA 0,50,30,0,0,-25,-20,0,0,-15,20
,0,0,-10,-30,0
3030 DATA 155,115,4
3040 DATA 10,0,0,-7,-10,0,0,7
3050 REM **** 4 DATA ****
3060 DATA 180,75,14
3070 DATA 0,35,15,0,0,15,10,0,0,-15,5,0,
0,-10,-5,0,0,-10,-10,0
3080 DATA 0,10,-5,0,0,-25,-10,0
```

Demo Program For Circle

```
10 REM **** HIRES CIRCLE TEST ****
20 POKE 49153,3 : REM SET INITIAL COLOUR
30 POKE 49152,1 : SYS 49168 : REM CLEAR
SCREEN
40 POKE 49154,1 : REM SET PLOT MODE
30 BX=150 : BY=100 : BR=120 : REM
ELLIPSE CENTRE AND RADIUS
55 AR=0.3 : RR=0.97 : REM SET UP ASPECT
AND REDUCTION RATIOS
57 R=45 : REM SET INITIAL CIRCLE RADIUS
58 NT=1.5 : REM SET UP NO OF TURNS
60 FOR A=0 TO 2* *NT STEP  /24
70 CX=BX+BR*COS(A) :
CY=BY+(BR*SIN(A))*AR : GOSUB 1000 : REM
CALL CIRCLE
80 R=R*RR
90 NEXT A
900 GET A$ : IF A$="" THEN 900 : REM
WAIT FOR KEYPRESS
910 SYS 49268:REM BACK TO NORMAL SCREEN
990 END
1000 REM **** CALL M/C CIRCLE ****
1010 XHI=INT(CX/256) : XLO=CX-256*XHI
1020 POKE 50048,XLO : POKE 50049,XHI
1030 POKE 50050,CY : POKE 50051,R
1040 SYS 5061
1050 RETURN
```



The Circle Routine lets you draw amazing spiral designs which you can incorporate into your own programs.

Heh! You're in the street. This one looks more like Coronation Street than Sunset Boulevard. There are four doors to choose from but make sure you use the green one as a reference otherwise you'll get lost!

Here's a clue — an aerial indicates there's a telly in this house. Pop in here for some entertainment!



Looks like the milkman's been. Don't lose yer bottle — pick it up by pushing forward on the joystick and pressing fire — it'll come in handy later.

Open house! Behind these closed doors you'll find all sorts of interesting rooms except, of course, the one you've just left which leads back out onto the street.

Here's a clue — this'll come in handy when you're trying to solve the murder mystery.

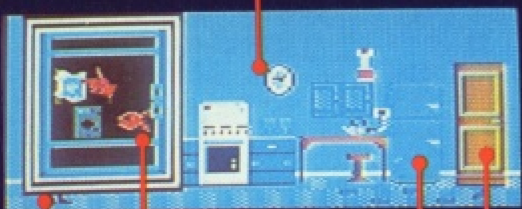
Hello... Hello... Hello.. There's nobody on the other end. Looks like this phone is out or order. Don't waste time trying to dial out — head for the nearest door.



Let's go through the first door — it's just like Playschool!

Flowers make a beautiful finishing touch to any home. But don't let these fool you — they're totally useless!

This fully-fitted kitchen looks like something out of a Barratt Home — the only thing that's missing is the helicopter!



Farewell so long and thanks for the fish — and the computer disk. The disk'll come in handy later. Look closely at the fish — it's only a red herring.

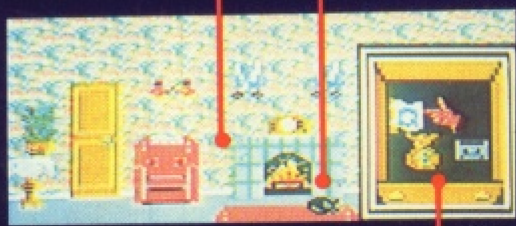
A trip out the back door will take you into the garden, Maud.

Have a peek in the fridge, cupboards and washing machines — you never know what you might find.

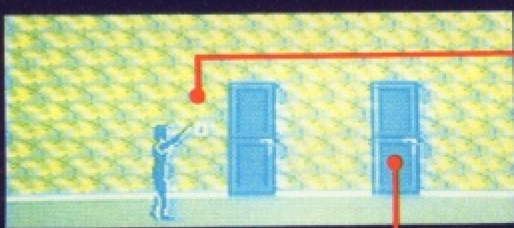
To open the cupboard stand to the left or right, push the 'stick diagonally and press fire. The contents will then be revealed.

We're in the lounge. All looks pretty peaceful here — there's even a cat napping on the hearth.

Black cats are lucky. Pick it up, find the cat bowl, fill it with milk and heh presto! — you'll get extra points.



Wowee! The chest of drawers is just bulging with goodies! There's a video tape and a bag of loot — the cash is pretty useless, but the video's a handy bit of gear...



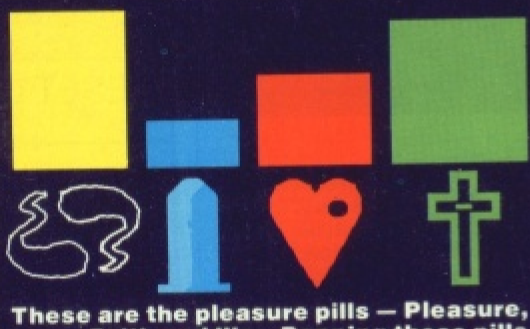
Switch on the light before you enter this room or you'll find yourself wandering in a darkened wilderness. Unless you're lucky you'll be there for eternity.

Only two doors to choose from here and one of those goes back out onto the street.



And then there was light! Now you can see that there's absolutely nothing in this room.

But wait... A clue will appear as if by magic — without this you'll never make a Sherlock Holmes!



These are the pleasure pills — Pleasure, Love, Faith and War. Popping these pills will increase the elements of your personality. The bar chart shows the increase and decrease in each of these elements — taking the pills will push your score up, but it's a good idea to save them 'til you reach the arcade games.

WELC TOT PLEASUR

Relax with Teresa Maughan *as s... existence in 'Mundanesville' a... journey in pursuit of the*

Everyone's heard of Frankie – at least they should have done, what with the barrage of Frankie T-shirts, Frankie trinkets and general Frankie hype. Well, surprise surprise, now there's a Frankie computer game.

But there's one subtle difference between Frankie Goes to Hollywood – the pop group and *Frankie Goes To Hollywood* — the game. The game's actually quite good!

Produced by Ocean Software, it features some really natty graphics – there are even pots on the stove in the kitchen! And the designers have also included many different facets making it one of the most entertaining games around.

This arcade/adventure is based on Frankie's philosophy of escaping from the everyday world — 'Mundanesville' — to the 'Pleasure Dome'.

Frankie say:

"Lust + Fear + Love + Faith - Frankie = BANG."

which is the equation of pleasure. Frankie puts it another way, "Since pleasure



Pulling back on the joystick and pressing fire will display the inventory, which shows you what you're carrying. Be selective — you may only carry eight items at one time.

The disk and security pass are vital if you're to succeed in the Terminal Room arcade game. You must complete all 16 games if you're to escape from Mundanesville.

This flak jacket can be found hanging in the hall and must be worn to stay alive in the Corridors Of Power.

A Key! On your travels you'll come across a locked door which leads to the elusive Corridors Of Power. Take the key, drop it outside the door and all will be revealed!





Merseyside — Frankie's own home town. You must protect your ships and buildings from the oncoming barrage of fire or it will be obliterated and Frankie will be extremely upset. I mean how can he get the key to the city if there isn't one?

Heh , look what's in here! Yet another red herring — there are four useless items altogether. Pick up the video if you know what's good for you.

A murder has been committed and you've gotta discover whodunnit! Throughout the game, comments on the characteristics of certain suspects, will appear. Seven clues to the identity of the killer will flash up — if you cross reference these properly you'll find the murderer.





Don't overlook the map of Merseyside! It's one of two permanant entrances into the Corridors Of Power. A sort of Hitler salute will allow you to walk into the battle on Merseyside.

This door leads to another street with a whole wealth of puzzles for you to solve.

Once you've discovered the true identity of the wicked assailant you must return to this room and grass!

Try another video in the telly — they're all entertaining and, what's more, you'll gain even more pleasure points.

LCOME
O THE
URE GAME

an as she releases you from a boring sville' and takes you on an exciting t of the Ultimate Experience!

kie — done, Fran- nkets , sur- ankie rence ood — es To ame's it fea- ics — in the e also aking ames ed on g from sville' Fran- asure

is the unique, to reveal pleasure is itself a unique ability." Do what?

Playing For Pleasure

You begin your adventure completely devoid of personality (just like Frankie in fact) in an environment of suburban boredom — could this be Surbiton? Frankie have set over 60 tasks for you to complete on your journey through the Pleasure Dome, including a murder mystery and 16 arcade games.

Solving these will give you extra pleasure points as well as increasing the elements of your personality, such as Love, Pleasure and Faith. Once you've increased your personality and scored at least 87,000 pleasure points you're elevated to the position of human being — 99% a real person!

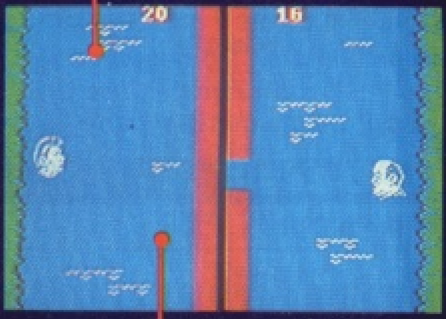
And now lucky ol' you can go forth and search for that Special Door — behind which lies the Ultimate Experience of pleasure. Sounds fab!

Frankie Goes To Hollywood is certainly a well-presented fun packed game and at £9.95 on cassette and £12.95 on disk it's well worth buying. You never know it might be the experience of a lifetime!

Only 14% a real person. You've a long way to go before you can enter that special door and experience the Ultimate Pleasure.

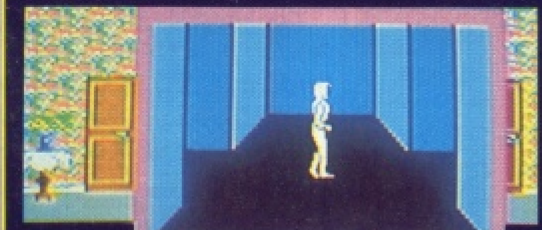
Frankie say he give you 2000 more pleasure points for picking up a pleasure pill.



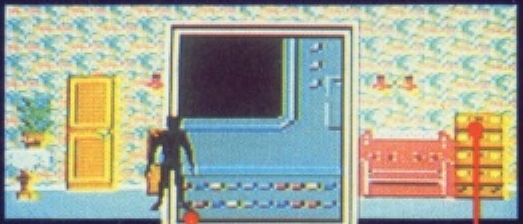


This shows your score so far — a measly 11,400 pleasure points. You'll need at least 87,000 to become a 'Real Person'.

Two Tribes Go To War! You take the place of either good ol' Ronnie or Gorbachev in a vicious verbal attack. You must spit as much rubbish as possible at your opponent remembering to move left or right for protection.



So this is the Corridors Of Power. A 3D maze of colourful exits — you can map it out by observing the colour of the manhole covers. Beware the fireballs, zap them before they reach you to open new entrances which lead to arcade games. Once you've reached the giddy heights of 99% a real person you can search for the Special Door to the Ultimate Experience.



Not another chest of drawers! Make sure you search everything if you want to reach the heart of the Pleasure Dome.

Want to watch telly? Put in one of the videos and you'll be able to walk straight into an action packed arcade game. This one is the ZTT room.

LIZ HEANEY

Scratchpad

Max Phillips in the hot seat with more of your useful programming pieces and a pretty stupid one of his own!

A mixed bag this time... Peter Kay in Norwich has supplied a quick way to round numbers to any decimal places, while we've been scrawling silly words all over 64 Basic, and David Read has yet another improved PRINT-AT — this must be the ultimate (unless, of course, you know different!).

And need we remind you — this is your page for programming quickies and quirks. Send us anything useful (or just plain fun) from a bunch of POKEs to a short utility and if it gets printed, we'll pay you for it. Write to: Scratchpad, *Your 64,* 14 Rathbone Place, London W1P 1DE.

ROUNDABOUT

Peter Kay

The defined function below will round any number X to D decimal places and should be handy in business and maths programs:

```
DEF FNR(X)=INT (X*(10^D)+.5/(10^D)
```

To use it, set D to the number of decimal places and then just use FNR(X), for example PRINT FNR(234.457) would print 234.46 if D was 2 and 234.5 if D was 1.

Nice one! Don't forget that if you just want to round to the nearest whole number, use INT(X+.5). INT(X) on its own just chops off the decimal part.

MAD BASIC

Max Phillips

```
10 REM MAD BASIC
20 REM MAX, JULY 85, #1.0
30 PRINT CHR$(147);CHR$(5);TAB(15);"MAD
BASIC"
40 IF PEEK(1)=53 THEN130
50 REM COPY BASIC & KERNAL TO RAM
60 PRINT:PRINT"PLEASE WAIT ..."
70 PRINT:PRINT"COPYING BASIC ROM"
80 FOR N=40960 TO 49151:POKE N,PEEK(N):N
EXT
90 PRINT "COPYING KERNAL ROM"
100 FOR N=57344 TO 65535:POKE N,PEEK(N):
NEXT
110 POKE 1,PEEK(1) AND 253
120 REM CHANGE COMMANDS
130 S=41118
140 PRINT CHR$(147);TAB(15);"MAD BASIC"
150 PRINT:PRINT"THE NEXT MESSAGE IS:"
160 PRINT:PRINT CHR$(159);
170 REM READ BACK NEXT MESSAGE
180 P=0
190 X=PEEK(S+P):P=P+1:IF X<128 THEN PRIN
T CHR$(X);:GOTO 190
200 PRINT CHR$(X AND 127);CHR$(5);"  ";P
;"CHARACTERS"
210 PRINT:PRINT"ENTER NEW MESSAGE OR JUS
T PRESS RETURN"
220 PRINT:A$="":INPUT A$
230 IF A$="" THEN 300
240 FOR P2=1 TO LEN(A$)
250 POKE S+P2-1,ASC(MID$(A$,P2,1))-(128*
(P2=LEN(A$))):NEXT P2
260 REM NEXT MESSAGE
270 S=S+P:IF S<41765 THEN 140
280 PRINT:PRINT:PRINT"END OF MESSAGE TAB
LE"
290 REM WHAT NEXT? MENU
300 PRINT:PRINT "N NEXT MESSAGE"
310 PRINT"S START AGAIN"
320 PRINT"R RUN RAM BASIC"
330 PRINT"T TURN OFF RAM BASIC"
340 PRINT:PRINT"PRESS N,S,R OR T ";
350 GET A$:IF A$="" THEN 350
360 IF A$="N" THEN 270
370 IF A$="S" THEN 130
380 IF A$="R" THEN PRINT CHR$(147):END
390 IF A$="T" THEN POKE 1,PEEK(1) OR 2:P
RINT CHR$(147):END
400 GOTO 350
```

OK, I admit it. This one's a bit silly but it's great fun and you could use the technique to do something really useful! This short program lets you change the messages and keywords in 64 Basic. You could use it to produce a foreign version of the Basic but it's much better to use it to surprise one of your mates.

So how do you change messages in the 64's ROM? Simple — just copy the whole of Basic and the Kernal into RAM and bank-switch the ROMs out. You can now POKE straight into Basic and the Kernal! Copying the ROMs to RAM is really easy since if you POKE a ROM location, the 64 automatically bank-switches and POKEs into the RAM underneath it.

When you run the program there's a short pause while the RAM version of Basic is set up. Next, you can step through each message in the Basic ROM and replace it with one of your own. Be careful though — your messages should be the same length as the old ones. Once you've finished, pressing Return and then R will leave you in your new customised Basic. Use Run/Stop and Restore to get back to ROM Basic and then POKE 1, PEEK(1) and 253 to switch back to RAM Basic.

Oh, and before you all write in, we know you can redefine Run to do a NEW, swap + and — round, set up unprintable error messages and make incredibly zany listings. But we'd like to hear from anyone who adds a few frills to the program or comes up with something useful to do with it!

PRINT-AT SAGA CONTINUED . . .

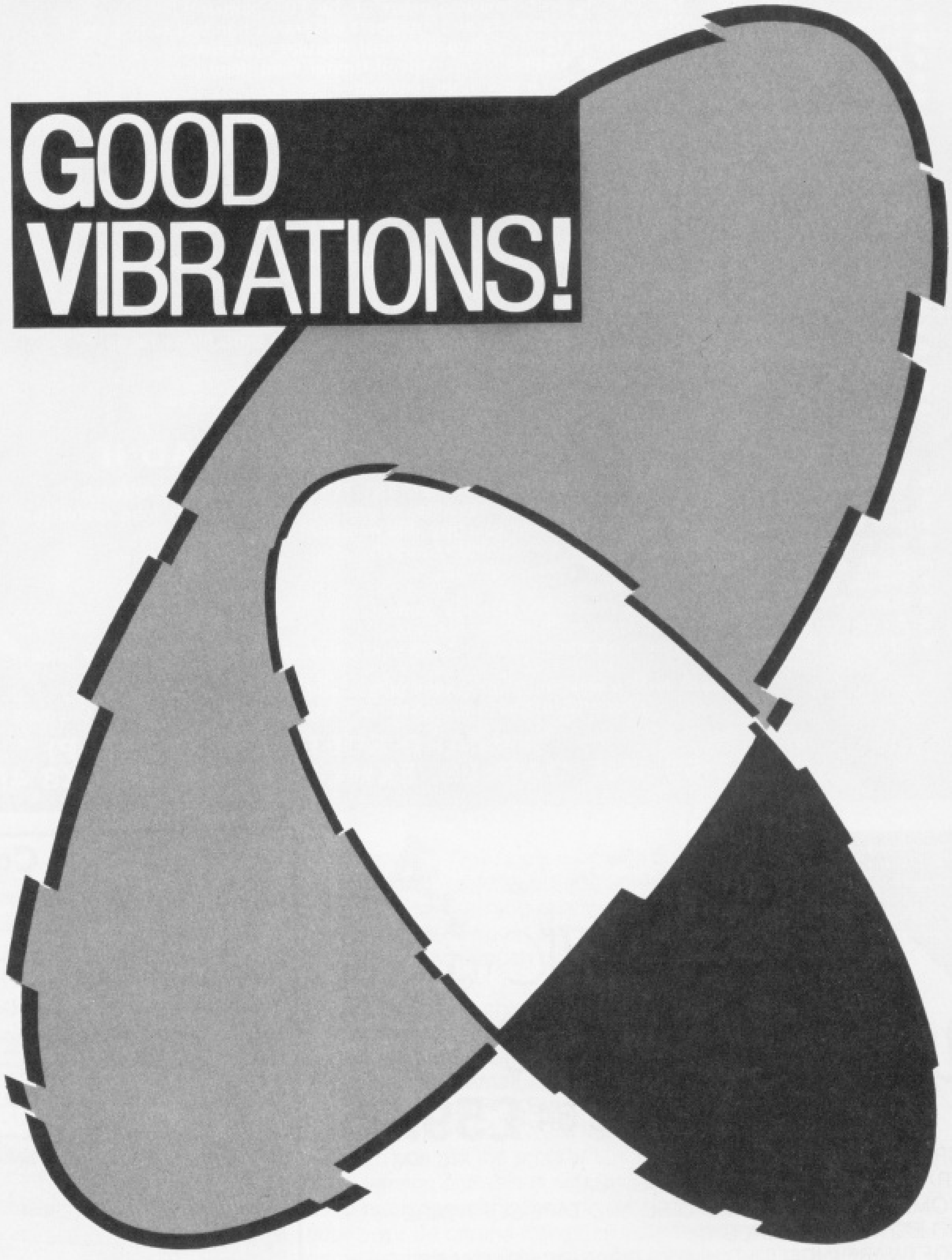
David Read

C'mon! In Scratchpad in issue 11 you listed a machine-code PRINT-AT program. A simpler way is to POKE 214,Y—1: PRINT: POKE 211,X where X and Y are the positions you want to move the cursor to. You need to use the PRINT statement so that the 64 knows that the cursor line has been changed. You can also PEEK 214 and 211 to find out where the cursor is. 64

C-C-COMPETITION



GOOD VIBRATIONS!



Wanna jazz up your jaded 64? Then bend an ear to our music makin' compo.

Is your 64 all STOP and no RUN? Is it a little long in the tooth and short on the hip? Would it strut its funky stuff at a rock concert . . . in a suit?? It would??! Well, what it lacks is stutter power! Cos, fellow fogeys, from raps to Max, stammering's now the biz!

So, if you really wanna get on down to where the action is, you're gonna need a boogie box. To help you on your way, we're dishing out three of Music Sales' hot-off-the-racks, Samplers. These'll digitally record sound and play it back at different frequencies — just like vastly overpriced emulators used by vastly overpaid rock stars. Thus you'll be able to create the type of sounds perfected by such smash hits as Paul Hardcastle's N-N-N-N-Nineteen. And, if you just never tire of the sound of your own voice, then you can use your Sampler as an echo chamber.

Of course, not everyone can be a winner. So we're dishing out 20 runners-up prizes of Music Sales' Sound Studio which'll turn your 64 into a synthesiser and multi-track sequencer.

Facing The Music

To win one of these wacky devices, you're gonna have to prove that you're a real cool dude. Since, Music Sales are trying to make any aspiring musician's life easier, we're not gonna ask you to do the impossible such as knock up a symphony or even a number one hit.

All you've gotta do is write a four line jingle telling us why Your 64 is the hottest read around. We're not asking for music, just the words.

The wittiest and wackiest entry wins a Sampler and a Sound Studio. Two second prize winners get a Sampler and 20 runners-up a Sound Studio. Go on — give us all a giggle!

Fiddly Bits

- *Entries should be post-dated no later than 30th September 1985 (Ed's Birthday — hint, hint!).*
- *Each entry must include a completed coupon.*
- *Entries will not be accepted from employees of Music Sales Ltd. or Sportscene Specialist Press Ltd, their printers, distributors and families.*
- *The Editor's decision is final and nothing will persuade her to t-t-t-talk about the results.*

MUSIC SALES COMPO

Fill in this coupon and send it (or a photocopy) to Music Sales Compo, Your 64, *14 Rathbone Place, London W1P 1DE.*

Your 64 *really is the hippest mag around for a cool dude like me. And just to prove it, here's my jaunty jingle:*

....

....

....

....

Name ....

Address ....

.... *Postcode*

THE SPY WHO CAME IN FROM THE CODE

The eyes of the world are on John Preston as this super sleuth endeavours to suss out a Soviet plot to conquer the West. But The Fourth Protocol's *not just another nukes'n spies game, as* Miss Adventure *found out to her cost . . .*

Hooray for Hutchinson! Just as the *Day of the Jackal* tempted the movie moguls to make good a lousy novel, Frederick Forsyth's latest tale of Commie-bashing, *The Fourth Protocol*, has inspired Hutchinson Computer Publications to knock up an admirable computer adventure game.

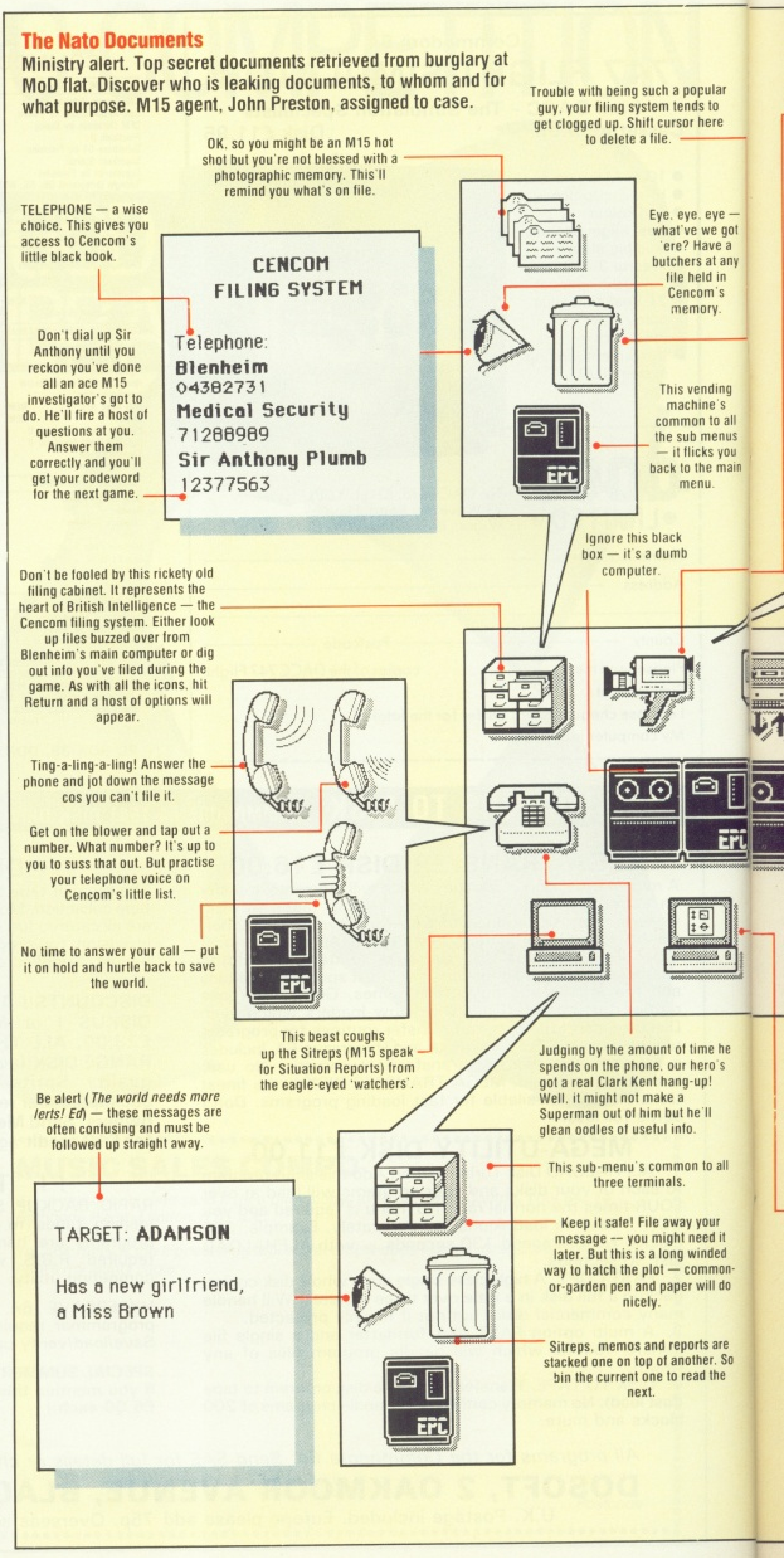
It's based loosely on the novel with lots of nail-biting, cliff-hanging, brain-twisting, hair-pulling-outing action and suspense. Security leaks, unsolved murders, Czech defectors, unexplained sick leave, stubborn taxi-drivers and rampant C5s (I did say loosely!) flummox our hero as he struggles to piece together seemingly unrelated leads in a frenzied attempt to cheat Armageddon — Corr! Bodie and Doyle never had it so hard!

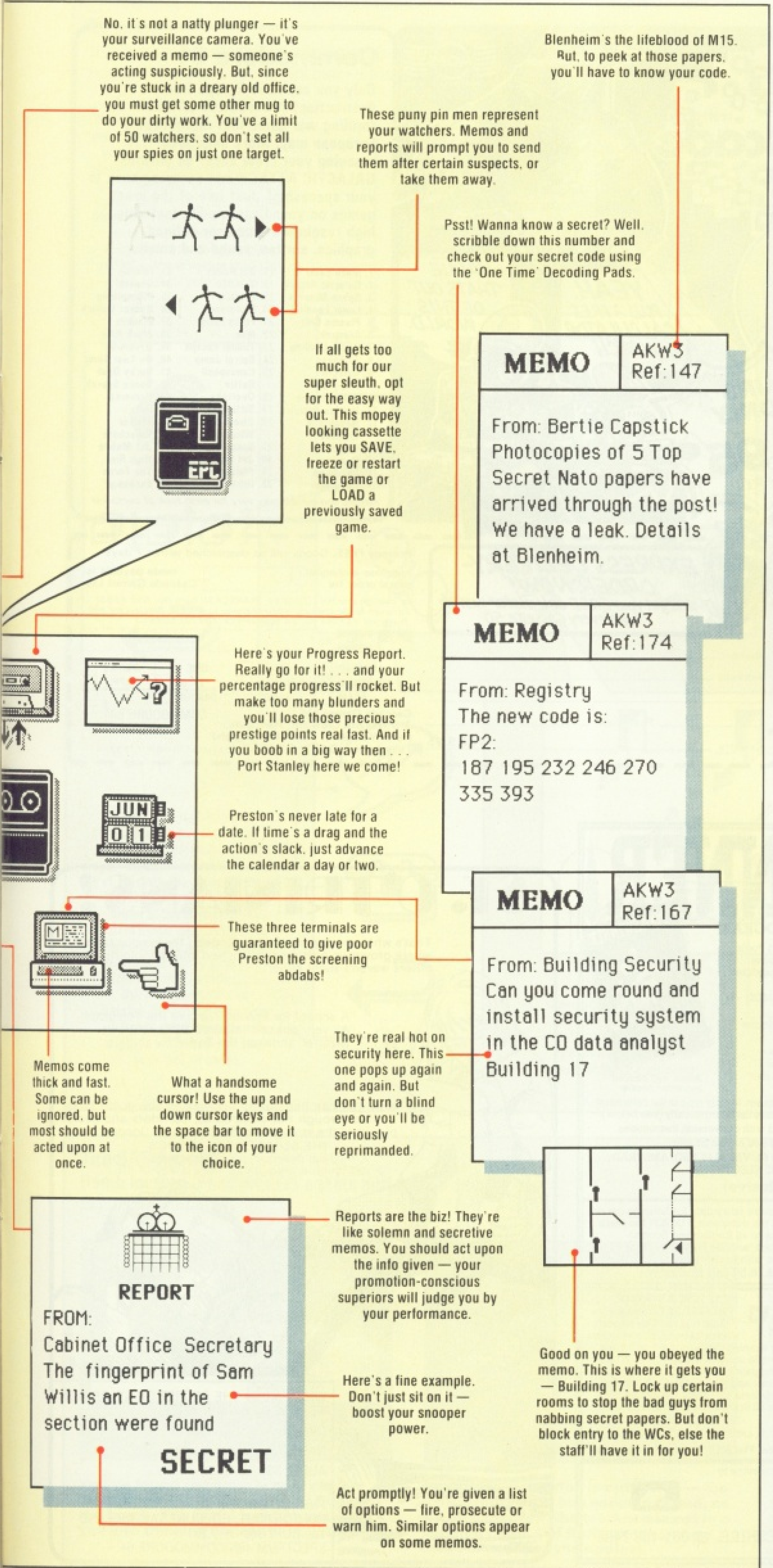
Undercover agent

John Preston, the hero of the piece, is an M15 investigator promoted to head of CI(A) — the M15 section responsible for security of government buildings. Thus, when top secret Nato documents are sent to the department anonymously, it is he who is assigned to suss out who's leaking secrets, to whom and why.

As he soon discovers, those nasty Ruskies are to blame. They're plotting the downfall of Nato and the consequent Soviet takeover of Europe. In order to do the dastardly deed, those conniving Cossacks plan to smuggle a nuclear weapon into the UK, thus breaking the Fourth Protocol, and explode it just before the 1987 General Election. What's worse, they plan to blame the whole caboodle on those good ol' Yanks thus swinging public opinion in Russia's favour and causing British withdrawal from Nato and the establishment of a totalitarian state in the UK.

And there's not just one game to tax your brain but three sizeable adventures





in one. The first two are trendy Mac-style, icon-driven adventures. So, instead of churning out laborious commands you simply position your cursor over a little pic representing a particular function and hit Return to activate a command. The third game is more traditional — a rather limited arcade/adventure. But before moving on, you must work out your password. In the second game, I wandered gleefully around the building, only to be barred entry to the lift cos I reckoned I'd get by without my code!

Nato Documents

Life as a Nato spy isn't as great a wheeze as it's cut out to be. In the first game, *the Nato Documents*, John Preston is cooped up in his office with instant access to watchers, reports, memos and telephone calls through his trusty Central Computer (Cencom). He must keep his wits about him, evaluating and acting upon info as it comes in. He's further dogged by sub plots, false leads, sarccy reports from his spy-network and slave-driving, promotion-conscious bosses. It's a mind-boggling experience, which takes nights of practice (You should see the dark rings under the Ed's eyes!). Jot important info down on a piece of paper — tearing back and forth to the filing system is very time-consuming.

The Bomb

In the second game, *The Bomb*, our hero's finally released from the confines of his office. He's sussed out who the culprits are and what they're up to. Now he must hurtle around London in search of the bomb. Using knowledge gleaned from his previous investigations, he can examine locations and objects, and interrogate characters he meets on his mission to save the world from those rabid Reds.

The SAS Assault

And finally, *The SAS Assault*, Preston's found the bomb and broken into the building where it's hidden. But his headache's far from over — the building's riddled with rampant KGB agents. He must use all his cunning and wisdom to direct his macho SAS troops and defuse the bomb. In fact, this final assault is rather a damp squid. Gone are the natty icons — just yer average Verb, Verb-Noun or Verb-Adjective-Noun type commands and tacky graphics. You can zap the KGB guys, but ours seemed to be wearing bullet proof vests — the shots bounced right off them! If Preston fails to do what an M15 investigator's gotta do, the bomb explodes and doom and destruction envelopes the earth! But, just as in real life, you're allowed to fend off those Ruskies again and again and again.

Fourth Protocol won't do wonders for your beauty sleep but, despite its dubious political slant, it's a good buy at £12.95 on cassette and £15.95 on disk. And the music's a marvel. With its haunting, spine-tingling melody, it's probably the first load-up tune which hasn't had me reaching for the sound-off button after the first couple of bars! Must go, Retson's up to his old tricks again...▶


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SPECTRUM 48K COMMODORE 64

The Bomb

Nuclear device smuggled into country. Find bomb. Codeword needed to assist search. Act fast — time is scarce.

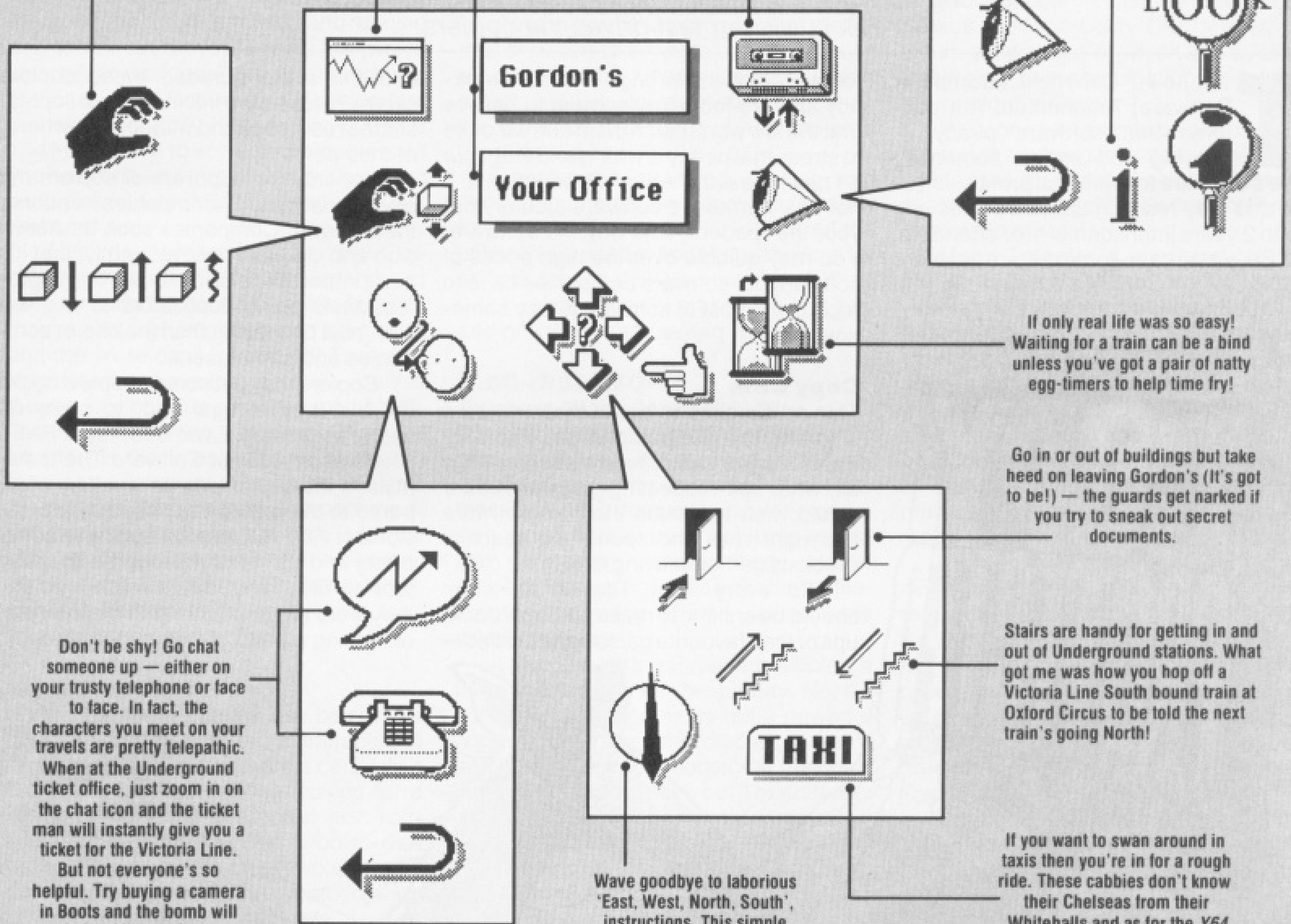
Wot! Another hand? This one lets you pick up things you've seen on your travels or drop or use the objects you've already got in your bag of goodies. But, if an icon's brown, ignore it . . . there's zilcho there! And mind how you go! It's easy to spark off a drop by mistake. If you do, plump for wallet — the program won't let you cast off your readies!

Refer to first game for progress reports and utilities — they're virtually identical.

There's no sitting on this job. Your location changes as you flee from the comfort of your office into the big smoke, in search of clues and culprits to guide you to the bomb . . .

Eye's back again! Have a nose around for something useful. For example, when hanging out in a dull grey corridor, you'll espy a lift. But, before you hitch a ride, you must release the codeword given to you on solving the first game.

Have a look at what you're holding.



If only real life was so easy! Waiting for a train can be a bind unless you've got a pair of natty egg-timers to help time fry!

Go in or out of buildings but take heed on leaving Gordon's (It's got to be!) — the guards get narked if you try to sneak out secret documents.

Stairs are handy for getting in and out of Underground stations. What got me was how you hop off a Victoria Line South bound train at Oxford Circus to be told the next train's going North!

Don't be shy! Go chat someone up — either on your trusty telephone or face to face. In fact, the characters you meet on your travels are pretty telepathic. When at the Underground ticket office, just zoom in on the chat icon and the ticket man will instantly give you a ticket for the Victoria Line. But not everyone's so helpful. Try buying a camera in Boots and the bomb will explode while you fret over your lack of cash!

Wave goodbye to laborious 'East, West, North, South', instructions. This simple direction finder encompasses all these commands.

If you want to swan around in taxis then you're in for a rough ride. These cabbies don't know their Chelseas from their Whitehalls and as for the *Y64* offices, well that completely foxed them!

The SAS Assault

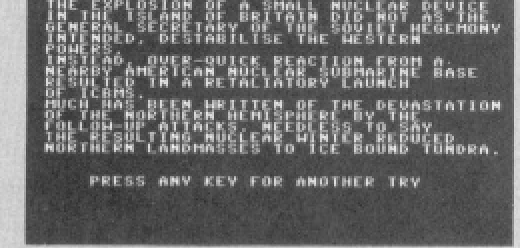
Bomb located. Fend off KGB agents and defuse device. Explosion imminent.



You've found the nuke — now zap the mangy-looking KGB agents and defuse the bomb. The bland building may kid you into thinking it's easy — but it ain't!



Kerpoomph! Preston is outwitted — the KGB agents beat him senseless and, as we all expected, the world ends not in a blinding flash and fluffy cloud, but a mass of psychedelic ripples!



. . . which only goes to show that, if you play games with nukes, only the polar bears and Eskimos will comep up trumps.

SOFTWARE SEIGE

Copiers may be contentious devices, but they're invaluable for backing up software. Martin McGuinness *investigates, while* Nik Lumsden *test drives the copiers.*

The new Copyright (Computer Software) Amendment Act confirms that software piracy — copying and selling somebody else's software for personal profit — is illegal and may result in unlimited fines and up to 2 years imprisonment for offenders.

So, just in case some duffers out there refuse to see the wrongs of software piracy and are foolhardy enough to believe that the law won't catch them out, we'd like to stress that piracy is wrong and that *Your 64* never has and never will condone it. It not only harms the software industry but you, the readers, who buy the software. You may quibble over the high prices of software but software companies have to recoup the cost of software piracy somehow.

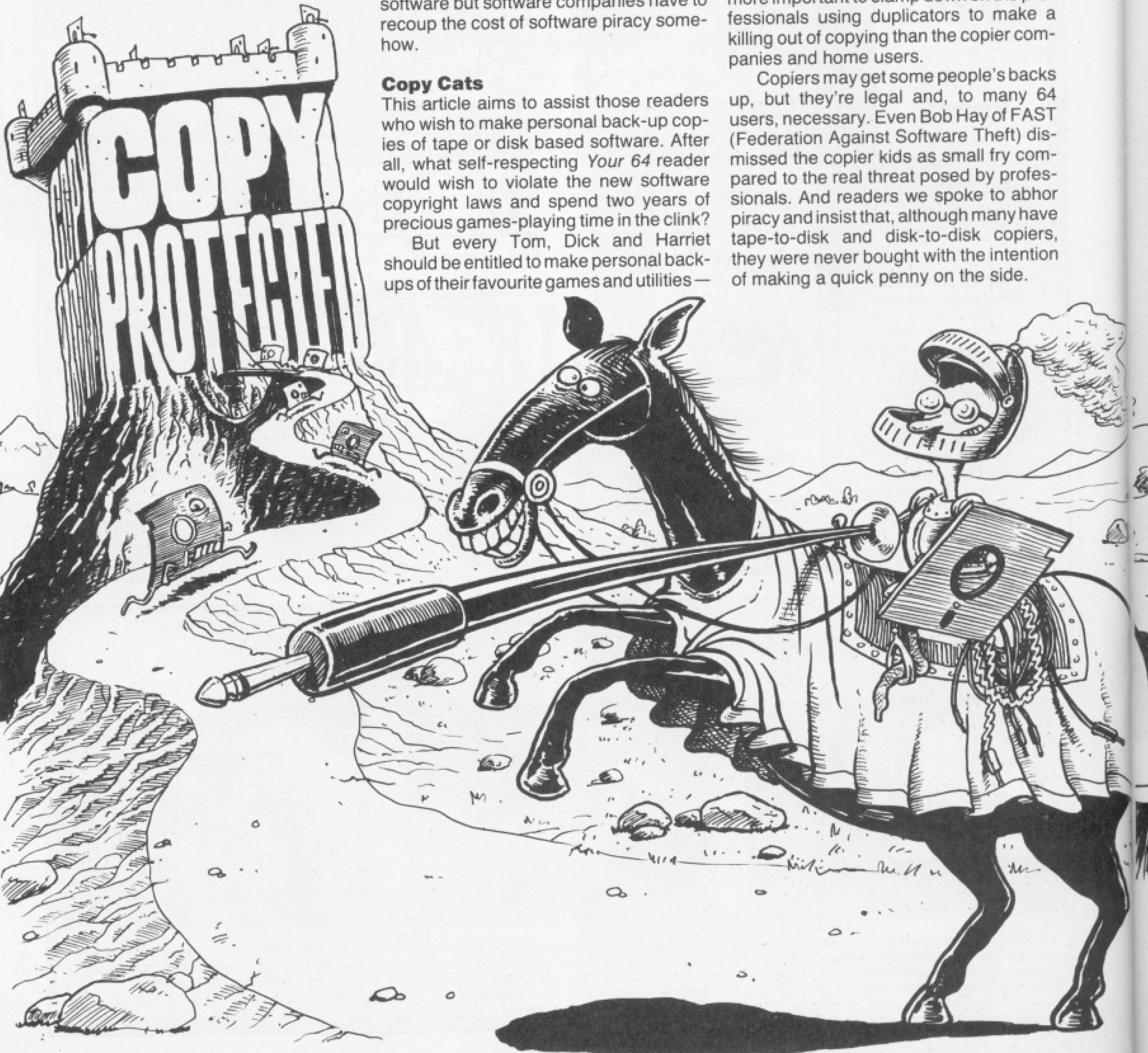
Copy Cats

This article aims to assist those readers who wish to make personal back-up copies of tape or disk based software. After all, what self-respecting *Your 64* reader would wish to violate the new software copyright laws and spend two years of precious games-playing time in the clink?

But every Tom, Dick and Harriet should be entitled to make personal back-ups of their favourite games and utilities — and that's the purpose these copiers serve. Pirates have infinitely more sophisticated resources and will look elsewhere, at their peril.

Not only the suppliers of copiers but several software companies endorse these views. Companies such as Activision and US Gold believe, rightly, that it's more important to clamp down on the professionals using duplicators to make a killing out of copying than the copier companies and home users.

Copiers may get some people's backs up, but they're legal and, to many 64 users, necessary. Even Bob Hay of FAST (Federation Against Software Theft) dismissed the copier kids as small fry compared to the real threat posed by professionals. And readers we spoke to abhor piracy and insist that, although many have tape-to-disk and disk-to-disk copiers, they were never bought with the intention of making a quick penny on the side.



As one supplier pointed out, you'd need your head examined if you view one of these copiers as a means to making lots of money. It would take ten hours to produce 20 copies which, with all copies sold, might fetch £10 profit! What's more, most copiers can't break many of the latest protection systems which are constantly being enhanced. So copiers are more handy for those who want a collection of old favourites which have long outlived their shelf-life.

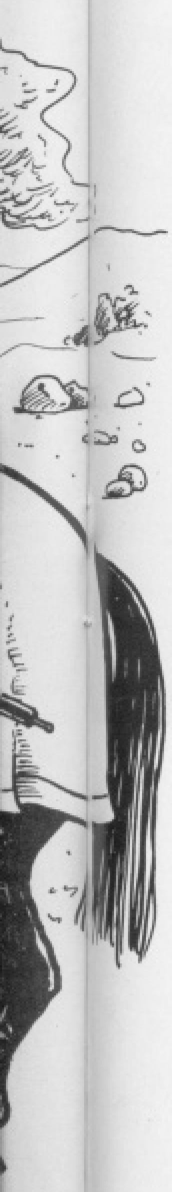
Back 'em Up

If you've ever spent a frustrating evening trying to get a turbo-loader up and running only to lose faith in your trusty C2N (which was never designed to be battered with the shrill high frequencies fast loaders demand), you may have forked out on a 1541 disk drive to solve your troubles. All you had to do was copy those dodgy tapes on to disk and you'd be zapping away in a matter of secs.

Alas, real life is never that simple. One of the great spin-offs for fast loaders — at least for software houses — is the fact that they're well nigh impossible to break into and therefore can't be copied! The copy kings seem to have lost the day — unless they're fully paid-up members of the boffinocracy. Hacking, in one form or another, is the latest national sport; but tearing the knickers off someone else's respectable little program and peeking at the awesome contents beneath is for the blood-sporting fraternity only. If like me, you're lumbered with a 2K brain which bars you from these heady delights, then you're gonna need a copier.

It's A Fair Cop!

None of these packages can be recommended unreservedly as the final solution for back-ups. *Disc-Disector* is certainly a Golden Treasury for those looking for a library of elegantly presented disk routines, but it lacks the vital turbo-to-disk facility offered by the other two. Dosoft's *Entire Range Disk* has the greatest range of turbo-to-disk routines while Arrow's economically-priced *Super-Breaker* is still a hot contender in the what-you-pay-is-what-you-get stakes.



SUPER-BREAKER

Arrow Micro Services/£22.00

This one offers a four-choice menu — turbo or slow-load tape-to-disk, disk-to-disk and a menu maker. Just follow the on-screen instructions and — bingo! You'll have a back-up in your lap in about twice the time it took to load your original tape. Once on disk, it'll load slightly (if not much) faster than the turbo version, but more reliably of course.

Having accumulated a heap of tapes with Garbo-loaders (you know, the ones where you end up with a screenful of garbage, or zilch), I managed to download quite a few of these to disk. As I have no wish to ruffle the feathers of software houses, I won't be drawn on the subject of which games gave a trouble-free transfer and which didn't. Suffice it to say that the majority were old favourites, long off the shelves of your local shop. Most of this year's crop employ ever more fiendish devices to prevent copying, so don't be disappointed if your own particular fave of the day doesn't make the magnetic trip. However, with a little time and patience you should be rewarded with a disk-based library of games you know and love.

Although you can buy the turbo-tape copier separately, there's also a bumper pack with lots of handy utilities thrown in. The disk-to-disk backer-upper is almost 100% effective, though it won't of course make back-ups of itself! To do that you'll need yet another copier.

Another natty feature is the menu-maker which lets you create menus on your disks of any files you select — others remain hidden. Having loaded the menu, you can boot up the prog of your choice at the flick of a key.

Despite the appalling spelling and flimsy documentation (which you'll barely have to peep at anyway), I found all the utilities very useful. And if you shell out for all four on one disk you save more than £22, which certainly makes a good buy and one well worth saying hello to.

DISC-DISECTOR

Evesham Micro Centre/£29.95

Despite its bizarre spelling, this is very thorough indeed. It doesn't offer tape-to-disk facilities — it's much too suave for that. But what it does offer is a very extensive range of disk aids, including mega-fast formatting, unscratching, menu-making, renaming, track-reading, file-copying and many others — all with one drive, of course.

It also boasts the Evesham Nibbler, a thing of great and terrible beauty. No, it's not the latest video nasty but a powerful copying program for protected disks. It can take an age, depending on the complexity of the protection, but it relentlessly chomps its way through most commercial disks which have cunningly-placed error tracks to trip up your average disk copier. The makers claim it's never been known to give up but, although it worked fine on most of my commercial software after a long stint of gnashing and grinding, it only managed to transfer the title screen in a couple of cases! Again, it won't copy itself.

The disk also has its own fast-loader which means the 19 utilities on the menu load almost instantaneously. And if you use the menu-maker and keep *Disc-Disector* in memory, your newly-transferred programs will load almost at the speed of light.

Apart from the Nibbler, which only failed occasionally, the rest of the pack is beyond criticism and does exactly what it's meant to do. I liked it enormously and will keep it within easy reach from now on.

ENTIRE RANGE DISK

Dosoft/£35.00

Dosoft offer a whole range of utilities to make the programmer's life less drab. They come in a bewildering number of permutations. This one contains the whole caboodle — Mega-Transfer Disk, Diskus 1, Mega-Utility Disk and several other goodies, all of which are available separately or in combinations to produce your favourite flavour.

In theory, you should be able to transfer amost anything to almost anywhere — within reason, that is. Again, don't bother to ask it to copy itself; to do that you'll need one of the others!

Mega-Transfer is accessed by loading "MASTER MENU",8,1 or "MENU",8,1 — and that's where my troubles began. As a fairly sensible sort of chap, I loaded the disk menu and was greeted with a long-scroll of exotic-sounding names, most of which wouldn't load independently. Only after much ferreting about in the fat wodge of accompanying sheets did I find my way in. However, once past that barrier, the main menus lead you into an extensive range of turbo-to-disk transfer utilities.

It'll copy most of the best-known fast-loader systems. A utility called Identifier reads the header of the tape you want to transfer and tells you which program to run to get the best result. It's not foolproof of course (what is, these days?) so sometimes you'll be rewarded with a "header unidentified" message, but it can be a great help if there's no indication of the loader type on the original cassette.

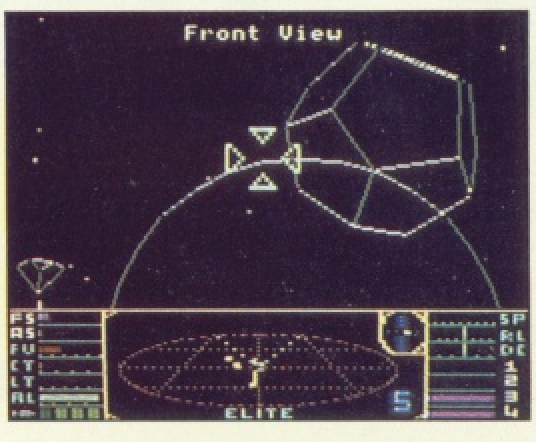
On the whole, Mega Transfer is reliable, although some software victims have so far resisted Mega-penetration.

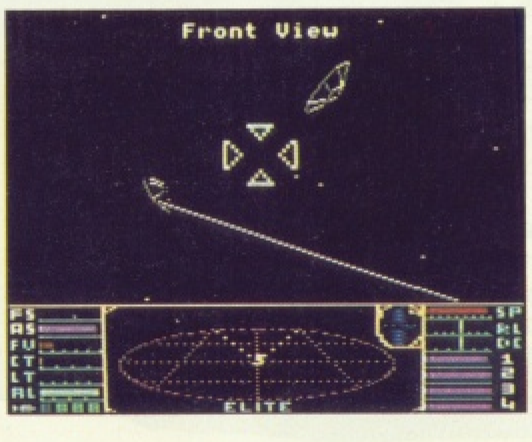
Once you've made your transfer to disk, there's a turbo-load utility. And Dosoft's range also includes Tape Special, a rapid back-up system, and Hypersave. All are for tape users only and are included on the *Entire Range Disk*, along with lots of other goodies. Despite its scruffy packaging and the initial confusion of its documentation, Mega-Transfer is certainly the most reliable backer-upper of the lot!

Crib Table

	Super-Breaker	Entire Range Disk	Disc-Disector
Slow tape-to-disk	●	●	
Fast tape-to-disk	●	●	
Disk-to-disk	●	●	●
Disk-to-tape		●	●
Tape-to-tape		●	
Disk turbo conversion	●		●
Menu-making	●	●	●
Other disk utilities		●	●
Sprite editor		●	
Tape header reader		●	


ELITE


Front View
ELITE


Front View
ELITE



Elite – the ultimate, award-winning space challenge.

Once the privilege of BBC and Electron owners, Elite now takes a giant leap forward – onto the COMMODORE 64. (There'll be versions for the 48K Spectrum and Amstrad soon).

OUT IN DEEP SPACE, THESE REVIEWERS FACED THEIR TOUGHEST TEST.

Already tested by the intrepid explorers of the Commodore press, here – breathlessly – are just a few words from their advance battle reports.

"The Final Frontier?"

(Mega Game, Your 64, June 1985).

"**My favourite**... as absorbing and challenging as the original."

(Commodore Horizons, June 1985).

"To explain every element of Elite would take a book... **you'll run out of energy** long before Elite runs out of things to show you."

(Commodore Computing International, June 1985).

"A brilliant game of blasting and trading... truly a mega-game... **the game of a lifetime.**"

(Gold Medal Award, Zzap! 64, May 1985).

FIREBIRD

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GOLD EDITION

ACTION REPLAY

No. of players | Joystick | Joystick optional | Cassett | Disk



It's hotting up on the software Front as our boys, Psycho Malone and Pete Connor, do battle with another bunch of games.

Dawn was breaking across the front. In the forward trenches, held by the Your 64 reviewers, two weary faces emerged from the bunker and blinked at the misty sunlight. Private Connor peered between the sandbags at the ravaged battlefield littered with the rotting hulks of alien spacecraft and enemy tanks occasionally interspersed with the still smouldering games cassette shot down the day before.

Private Connor turned to the exhausted face beside him. "Do you think they'll come again today sarge?" The hollow faced sergeant shrugged and fingered his joystick nervously, "Dunno", he replied.

Private Connor turned his gaze back to the field. Through the mist a shape was emerging. "Look out!" he cried "It's War Machine!"

Resembling a bath tub on wheels, the war machine trundled towards them. Belonging to a new regiment known as Pocket Money Software, it appeared to have been hastily thrown together. By manoeuvering the bathtub, the player was able to shoot down flying saucers which appeared at the top of the screen. Occasionally, a similar bathtub hovered at the side, only to be blasted away.

The battle-hardened reviewers had no trouble dumping the intruder. "They're chucking rubbish at us", the sergeant spat contemptuously.

Suddenly another shape appeared. The pair looked in amazement, "It's another version of Crazy Painter", said Malone. Sure enough, another battered old wreck had been patched up and hurtled to the battlefield. But the game, also from Pocket Money Software, was but a shadow of its former self and was quickly dispatched.

The reviewers crouched in their trench. Occasionally, another game would appear, but the mass offensive never came. Then word arrived from HQ, the bulk of games were being held in reserve until autumn. Phew! They'd survived.

NICK FALDO PLAYS THE OPEN

Argus/£9.99 cassette £12.99 disk

Pete Computer golf is usually a good alternative to counting sheep or swallowing a handful of sleeping pills. But, Nick Faldo's changed all that by brightening up the micro golfer's life.

Not that this is quite a hole-in-one, 10 under par hit. But it's far and away the best golf game I've played on a home computer and will amuse even those who don't know their 3 Irons from their 5 Woods — like me!

It's based on this year's British Open course at Sandwich in Kent. Since it's by the sea, you meet with some wicked winds that make mincemeat of your sharpest shots. And, if you're really no golfing hotshot, the instruction booklet gives the lowdown on all 18 holes.

At the top of the screen you'll see either a plan of the hole you're playing or a close-up of the green.

At the bottom, the various boxes show options available.

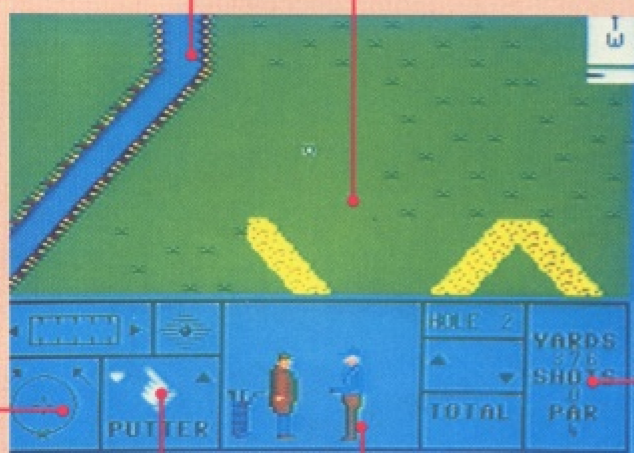
There's a pretty paltry selection of clubs — where's the mashie niblick? Be kind to your caddy, and he'll help you choose. (*I thought he made the tea ... Ed*). Whack! The ball whizzes through the air ... only to land in a bunker!

But there's a mega-boob ... no handicap for novices. I was 43 over par for the 9 holes I played! But, though I'm never one to boast, I did birdie the 5 par 14th, a beast of a hole with a stream called the Suez Canal.

And ignore the blood-lusting crowds who tail you from hole to hole. Do your own thing, however inept, and you'll soon be on a par with the swankiest swingers on the circuit.

Steer clear of the river else you'll end up with soggy balls!

Here's where the action starts. Wack the ball, but mind it doesn't land in the rough.



Move this blob with your joystick to suss out where you're hitting the ball.

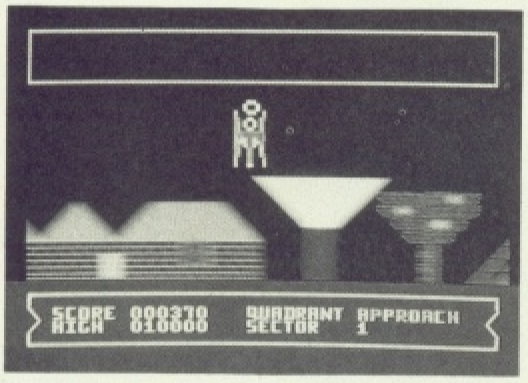
Keep an eye on this wealth of info — yards, shots, par and total score.

Pick your weapon! You have a choice of clubs, but opt for a duff'un and the caddy will question your choice.

Here you are with your luckless lacky — the caddy.

ACTION REPLAY

PEACE WOMEN
Knightsoft/£7.95 cassette



Pete Few software houses try to take an important contemporary issue and turn it into a game. When they do, the result is either poor fun or in dubious taste. Knightsoft's *Peace Woman* is both.

You're one of the women, now trying to break into the Greenham base with your revolutionary mode of transport, the 'Cee-5 Special'. Defence Minister, Michael Turpentine, is confident that the base's defences are impenetrable.

As you splutter on screen in you Cee-5, guards appear from left and right on motorbikes. To show what a peace-loving creature you are, try killing them with your pellets.

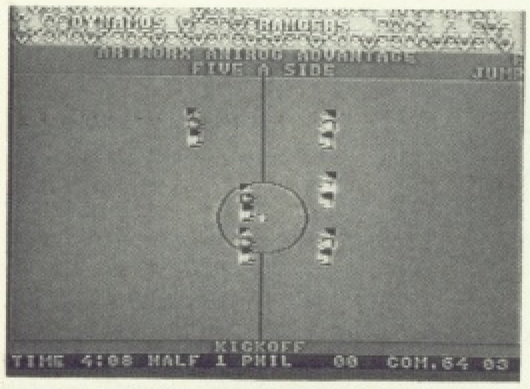
But, if you miss, they'll run you over and you'll flutter up to Heaven complete with flapping wings and a shining halo. Occasionally, the guards will try to impress you by performing the odd wheelie.

And just when you thought it couldn't get worse, they chucked in lousy graphics too.

Later in the game, you'll get to see the guards jerking around on state-of-the-art pogo sticks — that's if you can stomach this trash for more than five minutes.

Steve Those Greenham Common women have had a rough old time of late — cold winters, military and police harassment and vilification from Fleet Street. Now comes the ultimate humiliation ... starring in one of the most horrendous games ever to disgrace a computer. Insult is added to injury by a series of appalling jokes. Example: What does Arthur Scargill do with his nose? Picket. I think someone ought to picket Knightsoft until they peace off!

FIVE-A-SIDE SOCCER
Anirog/£5.95 cassette £8.95 disk



Pete The standard of footie games on the 64 has been set by Commodore's *International Soccer* — a pretty hard act to follow. Yet Anirog's *Five-a-Side*, while not so hot on sophistication, offers features that make it worth a butcher's.

At the start of the match, the savage crowd chants — or gurles — that old classic *'Here we go, here we go, here we go'*. Nastiness abounds as the psychotic-looking players punch the stuffing out of one another. It's tough that Anirog have brought this one out at the end of a season fouled by so much violence.

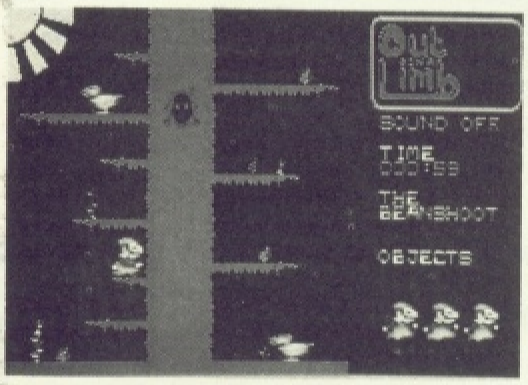
Player control is similar to *International Soccer* — you move the man nearest the ball. He can dribble and pass, albeit inaccurately.

As it's indoor soccer, there are rebounds which make it much more fun. There's a greater element of chance and it's easier to hold your own when classier players are around.

The goalies tend to goof alot — despite their acrobatic, slow-motion dives, they rarely get the ball.

Steve Here's a game that'll bring realism to the normally sedate soccer simulation. Not only can you kick the opposition off the field but, with a little persistence, you can generate a full blown punch-up. And the crowd'll chant your fave football ditty — a novel addition. The game's OK but, of course, *International Soccer's* boosted the popularity of soccer simulations anyway. Recommended for the hooligan element — which, I hope, doesn't include *Your 64* readers.

OUT ON A LIMB
Anirog/£5.95 cassette £8.95 disk



Pete This is indeed an aptly named program since out on a limb is where it's likely to end up, played only by the perverse who like their games cheap'n nasty.

It's our old friend the arcade adventure, with a scenario nabbed from *Jack and the Bean Stalk*. Jack, the hero of the piece, must shift up the overgrown creeper, collect three treasures from the giant's lair and make good his escape.

There's little inkling of what's to come when the game gets going with a snatch of Prokofiev and a gruff'n grouchy 'Fee,fi,fo,fum'.

But then it's downhill all the way. Jack's an unsavoury looking character — with his ugly mug and ungainly movement, you can't really blame the giant for trying to give him the bum's rush!

In the hallowed tradition of the arcade adventure, all 23 games are named. In another worthy tradition, they all seem to contain the same things as all the other rooms in all the other arcade adventures you've ever seen. So, in the Dining Hall, you'll have to look for those vicious airborne roast chickens. The Kitchen, naturally, contains manic utensils — watch they don't chop you up! And so on...

The graphics look as if they'd be more at home on the Speccy. I wish they were!

Steve I seem to have been here before. You're left on your Jack and have to shoot up while being stalked by a Giant. An ogerous undertaking, you might say. Not quite the fastest game I've ever played, but waiting on a branch was very relaxing.I must be getting old!

NUTCRACKA
Software Projects/£7.95 cassette



Pete Here we go gathering nuts in May — or some such time before Winter cos, in this game, you play what is probably your meatiest role so far — Cyril the Squirrel.

As hibernation approaches, Cyril's lust for acorns knows no bounds. Nothing will deter him from his genetically programmed task. Not even the predators who abound in that neck of the woods where Cyril's made his home.

You can start wherever you wish on Cyril's eight stage quest. Each stage scrolls in three parts: the background of spikey red mountains, the middle distance of smooth green hills and the foreground where Cyril the gigantic squirrel must get his nuts. He'll find these on giant mushrooms, flowers or whacky walls.

It would be a doddle to hop around and pick'em up if it weren't for the savage beasties — like that snail — you know, the one that escaped from *Stalag Centipede*. Brian, I think he was called (*Wasn't that Dougal's mate? Ed*). While he's sliming along the floor, hornets, wasps and even killer butterflies are buzzing around at the top of the screen.

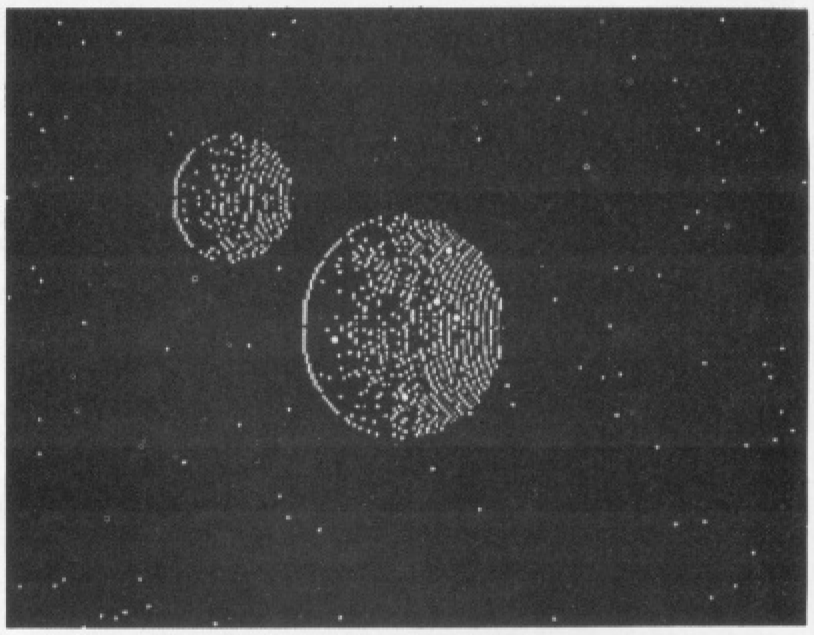
And that's about that. Eight screens ain't alot, but the graphics are pretty and the scrolling ultra-smooth.

Steve Here's another laid-back offering which seems to abound during the lazy summer days, when all good squirrels are out collecting their nuts. While not riveting, it's not a bad way to spend your time until hibernation.

SPECIAL OFFER!

FORGET
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Basic 2 working you too hard? Why pay fifty quid for a Basic extension? ... Your 64 MegaBasic at your service ...



The little program on the right produced this rather fun screen shot. What's more surprising is that it is a Basic program on the 64. The trick is **Y64** *MegaBasic, a touch of machine coded magic that transforms the way you program your computer. MegaBasic adds 30 new commands — from graphics via programming aids such as RENUMBER and OLD to useful utilities such as BACKUP and DIR. And it does it for a lot less than some Basic enhancers we could mention.*

Soon, you will be able to buy MegaBasic-the-book in the shops for £4.99. But if you order it direct now it will cost you a mere £3.99. If the thought of ruining that manicure typing it in scares you, you can go one better and order the book and the cassette together for £7.95 and save £2 over shop prices.

Why treat your 64 with kid gloves? Show it who is boss! Supercharge it with **Y64** *MegaBasic now!*

```
10 REM PLANETS
11 REM Y64 MEGABASIC/MAY 85
30 DEFFNA(X)=INT(RND(1)*X)
40 HIRES
50 BCOL 0:GCOL 1
60 CLG
70 FOR Z=1 TO 100
80 SET FNA(320),FNA(200)
90 NEXT Z
100 FOR P=0 TO 1
110 XC=160-60*P:YC=100-40*P:S=35-15*P
120 FOR K=-S TO S
130 X=SQR(S*S-K*K):X2=2*X
140 SET XC-X-1,YC-K
150 FOR L=-X TO X STEP 2.5
160 IF FNA(X2)-X>=L THEN:RESET XC+L,YC-K
:GOTO 180
170 SET XC+L,YC-K
180 NEXT L,K,P
190 GOTO 190
```

Switch to Hi-res graphics. (line 40)

Set the back-ground and foreground colours. (line 50)

Set the border to black and clear the graphics screen. (line 60)

Plot a random star. (line 80)

Plot planet. (line 140)

Turn points on or off for shading effect. (lines 160–170)

30 NEW COMMANDS

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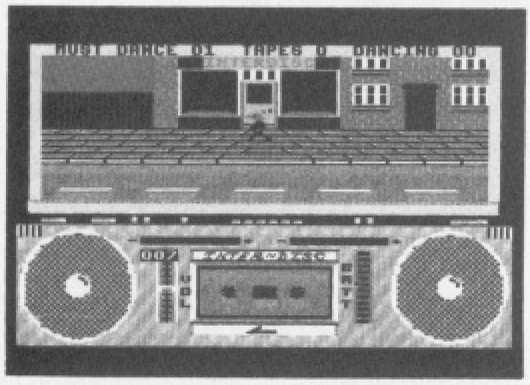
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GHETTO BLASTER
Virgin/£8.95 cassette



Steve Yipes! 'The first rock musical written for a computer'. And li'l ol' me always thought that most rock musicals were written by computers, not for them! 'Moonlight Drive'? 'Positively Fourth Street'? and 'Itchycoo Park'?. This looks like the work of hippies, sarge!

But it's actually nothing of the kind. You play the role of Rockin' Rodney who's landed the job of a goafer for a record company. All this raunchy rocker's gotta do is wander round the streets, bugging the residents with his giga ghettoblaster while nabbing tapes from assorted houses.

That done, he must deliver the tapes to the record company. But, to test the tapes' commercial potential, he must fire the music at unsuspecting pedestrians. If it gets 'em boogying to the beat then he's hit the bigtime.

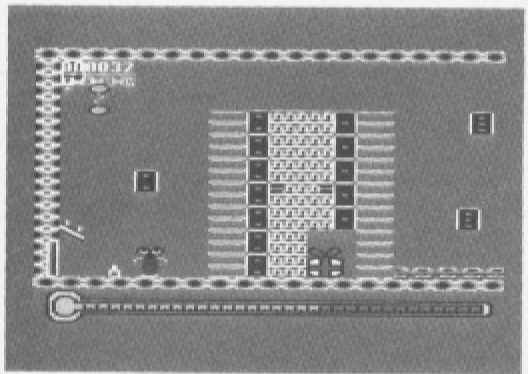
And, of course, even 'blasters don't run on fresh air — you must boost the beast's battery power before getting into gear.

Trouble is, not everyone's got your good taste in music. Avoid the copper, who silences your 'blaster, the tone deaf walkers who wreck the soundbox and the psycho killer who wrecks you.

It's a bit repetitive but great fun. In the words of Rockin' Rodney, "Well Wicked Man, a Hit!"

Pete This may be appearing on the Virgin label but you can clearly see the Taskset pedigree of the programmers. It's not just funny and funky, but quality stuff as well. Graphics and sound are excellent, although it flagged after a while.

THING ON A SPRING
Gremlin Graphics/£7.95 cassette £11.95 disk



Steve "Boing!" said Zebedee. It seems that the Evil Goblin is removing the world's treasures faster than the Chancellor of the Exchequer. Clearly this state of affairs can't be allowed to continue but who'll step forward to save the world? Why, none other than *The Thing on a Spring!*.

Now, before you rush off to lock granny's silver in the safe, things aren't as bad as they seem.

To ward off the evil goblin, Thing must collect nine pieces of a jigsaw which, when completed, tells you how to see off the green-eyed monster. And, wouldn't you know it? The pieces are scattered around assorted platforms and other awkward places guarded by ghouls, pacmen and unwanted admirers. But to do what a Thing's gotta do, he must be well oiled. Fortunately, the goblin's left behind some cans of the amber liquid.

Although the screens are very basic, the game's great fun. The traumas involved in guiding Thing to the jigsaw pieces are intriguing enough for all but the most rabid of platform gamesters and should bring the game a fervent following of obsessives.

"Boing! Time for bed", said this weary reviewer. (*You'd be lucky — no sleeping on the job! Ed*).

Pete: The springiest music I'd heard in ages helped make this game a frenetic experience that had me hooked. There's a good mix of monsters in the inimitable Gremlin style and the puzzles ensured that, despite the hours spent on it, I didn't near completion. It's bouncy, man!

KENNEDY APPROACH
US Gold/£9.95 cassette £14.95 disk

Steve Stay clear of this one if air-travel brings you out in a cold sweat. It simulates air traffic control and will have you rigid with fear every time you take off or land.

But it you're made of sterner stuff, and like tough and complex simulations, then *Kennedy Approach* will meet your demands even at the basic levels.

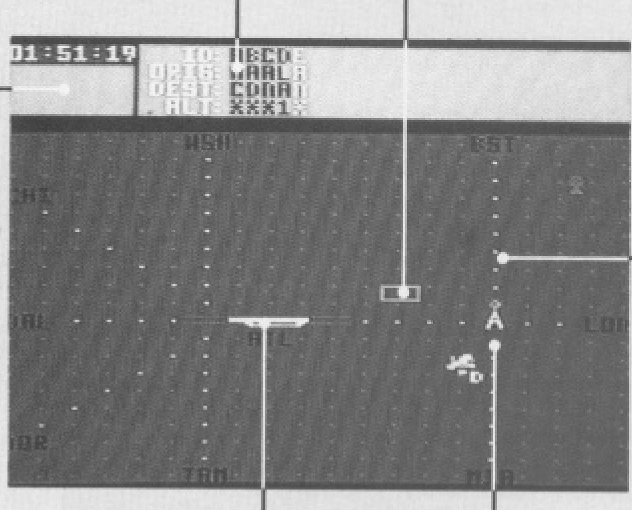
You must guide planes in to land at five different airports, the trickiest being the frantically busy JFK in New York. Best to start at Atlanta where you work the 'graveyard' shift. No, this doesn't mean you've gotta crash as many planes as poss, just that it's the quietest period!

On screen you'll see the runway and landing beacons superimposed on a grid of dots. And, in case you're wondering what those multi-shaped flashing arrows are, they're the planes.

Jerk your joystick up and down and the altitude will change, while left and right will alter your course.

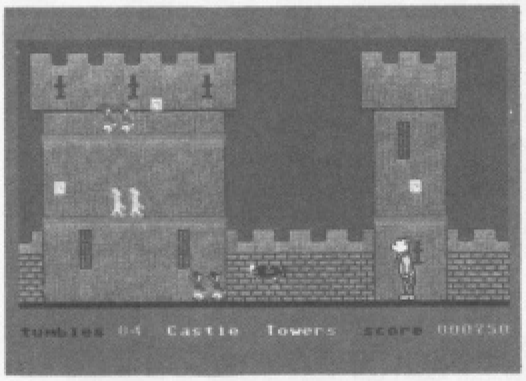
But just when you reckon you've got it sussed, with your slow light aircraft finally plodding along the runway, a jubilant jumbo with only three minutes fuel, followed swiftly by a Concorde burgeoning in at 1000 m.p.h. heads straight for the light aircraft which, in your panic, you'd neglected and is right on course for those menacing mountains ... Phew! If you think that's hairy, wait 'til you get to JFK!

Kennedy Approach is an engrossing game which demands hours of practice. Rumour has it, some bright spark successfully landed 12 planes at JFK. Me, I'm still in the graveyard.



RUPERT AND THE TOYMAKERS PARTY

Argus/£7.95 cassette £10.99 disk

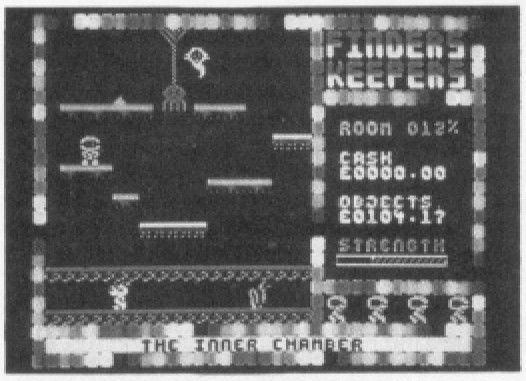


Steve For many years, or maybe less,
Rupert appeared in the Express.
Then some folks from Quicksilvar
Said "Rupert you can be a star!
The quickest route to fortune'n fame
Is as the hero of a game."
Programmers laboured night and day
To write a game for you to play.
They made it fun, set in a castle;
'Twas *Rupert and the Toymakers Party.*
Rupert's task, which needs great patience,
Is to collect the party invitations.
To help you find the way that's true,
Each level has a special clue.
He must stroll and climb the stairs
To find them all, but please beware!
For strewn across many a screen
A number of toys can be seen.
While some of them are friendly toys,
Others are eager to annoy.
Some are soldiers and some are trains
While some are flying aeroplanes.
But Rupert jumps and so avoids
Colliding with these wicked toys.
And if your joystick you should fumble,
Poor Rupert, he will take a tumble.
Six tumbles and it's end of game,
You'll only have yourself to blame.
Armed with invites from one level,
Rupert carries on the revel.
But finally Rupert meets his chums
And gorges himself on sticky buns.

Pete Charming graphics and animation capture brilliantly the atmosphere of this evergreen cartoon strip. But it'll soon have the blood'n guts brigade reaching for their favourite shoot'em up. (*Huh? It doesn't rhyme . . . Ed*).

FINDERS KEEPERS

Mastertronic/£1.99 cassette



Pete Even at £1.99, this classy production ain't just yer average adventure.

Your aim is to join the merry band of Knights of the Polygon Table, a worthy order headed by the King of Isbisima. This cretinous monarch can't even suss out what to get his daughter, the rudely y-clept Germintrude, for her birthday. So, if you can bring back something nice for the girl from the Castle of Spriteland you'll be fixed up.

Alternatively, you can forget all that dames'n chivalry and just get your greedy armour-plated paws on as many readies as poss. Heel or hero — the choice is yours.

Once inside the castle, you may sense a bit of deja vu. And of course, much of the place will be familiar: spiders on threads, snakes, platforms, mazes. After all, this is an arcade adventure — originality is the last thing you should be worried about.

Objects can be collected, carried, dropped or even traded. The game's quite large but none of the rooms have obvious solutions. And your energy's sapped pretty fast, so you must be on the ball else you'll get caught out.

Steve From the cheap'n cheerful Mastertronic series we have a little number which puts many full price games to shame. Poor Arthur must be turning in his grave — it's a Knight of the Round Table yarn where the knights are hardly knights and the table certainly ain't round! Combining features of both platforms and adventure games, *Finders Keepers* is amusing, engaging and worth two quid of anybody's money. Do yourself a favour and buy it!

MIG ALLEY ACE

US Gold/£9.95 cassette £14.95 disk

Steve Much like the Commies in this game, those flight simulators just keep on a-comin'! It may be a new war this time round, but the theme's popped up just a bit too often. *Mig Alley Ace* from Microprose is set in the Korean War where, as the pilot of the F-86 Sabre Jet, it's your job to save the world from ... wait for it! ... Godless Commies.

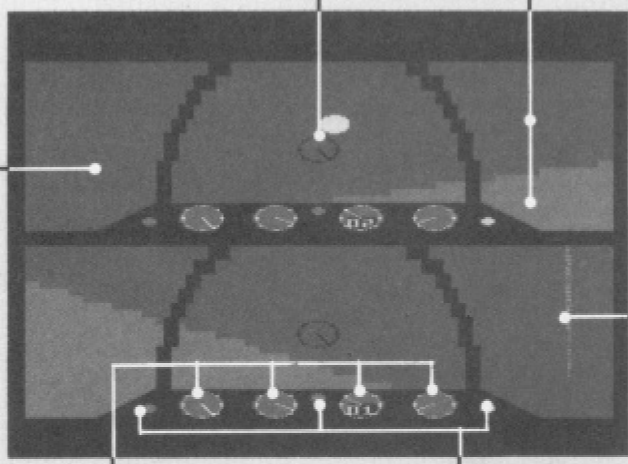
The game's five scenarios range from the puny Battle of Pusan, where the United Nations was in grave danger of getting booted into the sea, to the mightily macho. Operation Strangle.

Difficulty is measured by the type of planes you and your opponent are flying. Battling down in a jet into a rather arthritic bomber is one thing, tangling with the high performance Mig-15 fighter is quite another!

In the wake of Microprose's fancy *F15 Strike Eagle* and Wing Commander Bob Maxwell's spiffing *Spitfire 40*, Mig Alley's pretty primitive as a simulation. You start in the air and, providing you don't crash the damn doobrie, you're still up there at the end. There's no awkward take off and landings, no adjusting the rudder and flaps. Apart from throttle control and bail-out options, the rest is pure joystick jerkin'.

But, as an arcade shoot'em up, the game's quite wacky. Treat your joystick with care — too much tugging will have you whirring around in mid-air.

You've got three options — play the computer, two players against the enemy — dull, dull, dull!, and you against a mate. This is my fave — the look of panic and despair on his face when you blast his jet to smithereens is a beauty to behold!



Here's a vital object — your gunsight. Wait 'til it's spot on the enemy then let rip your ammo and blast him into the wild blue yonder!

You won't get distracted by the scenery — it's the same bland blue for the sky and green for the ground throughout the game.

Here's the view from your fancy flyer — on F-86 Sabre Jet. Keep your eyes peeled for the bad guys then shoot the stuffing out of them! It ain't easy — first you've gotta suss out how to fly your jet.

This beast's your enemy — either another player or the computer. You must outwit him by zapping as many of his planes as poss before he shoots you down three times.

Watch this bunch of natty gadgets — they're vital to your mission. They show your engine power, speed, altitude and radar.

And these are even more crucial! If you've been too busy staring out the window to notice your gauges dropping, these lights will show if your exhaust gas temperature, altitude or ammo are low.

ACTION REPLAY

THE BULGE
Argus/£9.99 cassette



Peter The software moguls must be growing fat (geddit?) on the profits wrung from the massed ranks of wargames over the last few months. But clear graphics and simple to enter moves make this little offering better than most.

In true Jerry-baiting style, the game simulates the Battle of the Bulge in 1944 when the Germans tried to break through the advancing allied forces in the Ardennes.

Since the German offensive began in mid-December, the weather plays a major role in the game. Snowfalls, visibility, and so on make a big difference to the deployment of forces which are clearly plotted on a large smooth scrolling map.

But it's not all one-sided jingoism: you can opt for a German army or an American army. Either way, tanks are the weapons with the mostest. You must concentrate these on the main strategic points while isolating them from the supporting infantry.

Plan your route since it takes longer to gain access across mountains than flat terrain, not to mention enemy forces.

The aim is to gain control of the road to Antwerp — it sounds easy, but be warned it's not. You must keep your eyes firmly glued to intelligence reports in order to survive.

Steve Having fought our way off the beaches a couple of months back, we now find ourselves in the thick of the Battle of the Bulge. But this is really for the semi-wargamer since it lacks a real simulation's attention to detail. The little men and tanks reminded me of that war veteran, Blitzreig. Not bad, but I'd suggest you go fight your battles elsewhere!

MONSTER TRIVIA
US Gold/£9.95 cassette £14.95 disk



Steve Not a lotta people know this, but a terribly trendy board game called *Trivial Pursuit* has been knocking around for a year or so. What you've got to do is answer daft or obscure questions on a wide range of subjects which appeal largely to the party bore brigade. Well, some wise guy thought it would be equally whacko on a computer — hence, *Monster Trivia*.

This vacuous game's for between two and four players. You must answer three questions on a range of subjects from sports to the arts. Woweee!

A right answer will fetch a round of applause, a wrong'un a cackle of ominous noises blasting from the dungeon behind you. At the end of the game, the cell door flies open and a tacky monster flies out and drags off the losers. Yawn!

The questions are limited so, if you're loopy enough to persist with the game, you'll soon suss out all the answers. What's more, it's very choosy about how you word an answer — even it it's right. I answered Gaugin to one question. Wrong! It should've been Paul Gaugin. And, if your spelling's a bit below par, then you're really in for a rough ride. Finally, it's American biased — Do you know which school Knute Rockne coached to fame? Forget it!

Pete 'What two states in this great country of ours are farthest apart?' States? This 'great country' of whose? If you don't know all there is to know about the USA, you ain't gotta hope, sonny! You'd be better off buying a board game if you really want to play a quiz.

SUMMER GAMES II
US Gold/£9.95 cassette £14.95 disk

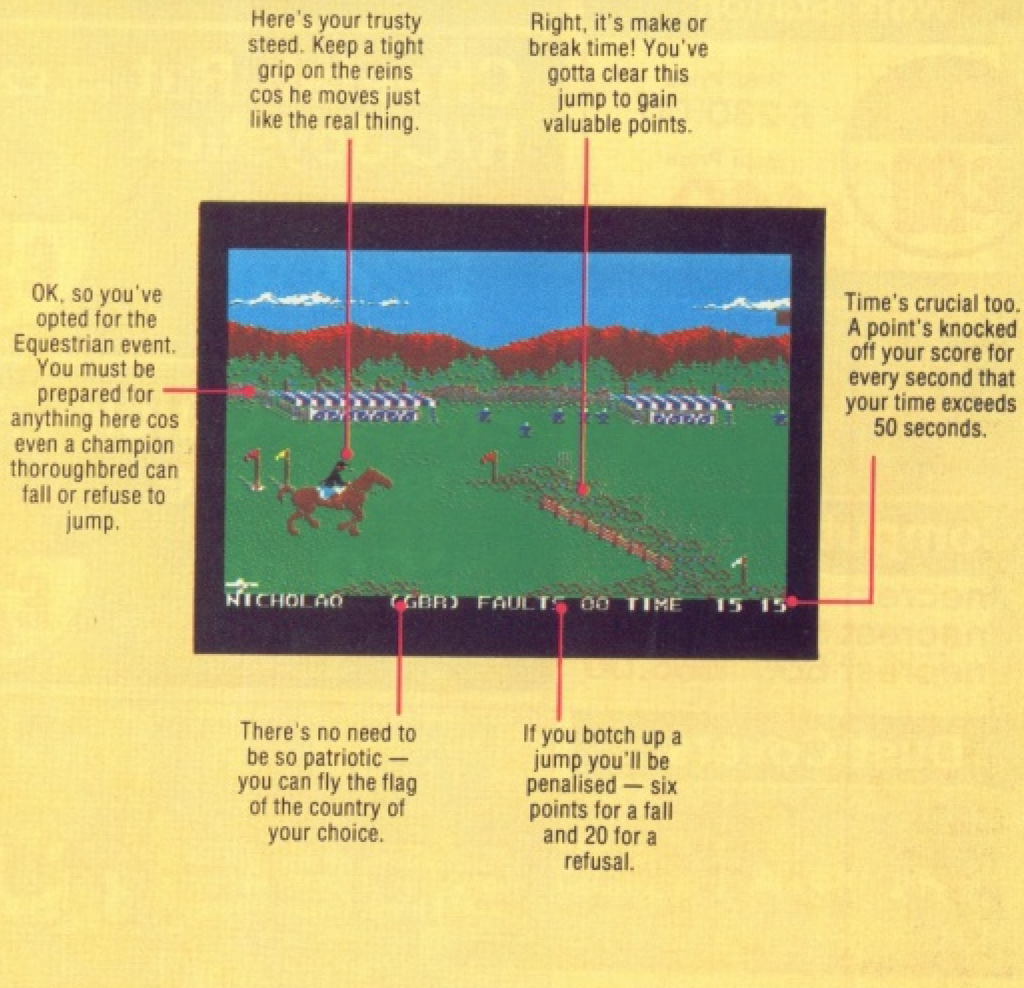
Steve After last month's orgy, I betcha thought you'd seen the back of sports sims for a while. No hope while the Great British Public still laps them up. Debate still rages as to which was last year's winner - *Summer Games* or *Daley Thompson*. I'll plump for the former — a view backed by Micro Marty who'll slope off to play *Summer Games* at any opportunity. (*I've noticed! Ed*).

While most follow-ups are usually found breathlessly panting after the disappearing bandwaggon, *Summer Games II* is a cut above the original. Events include Cycling, Fencing, Kayaking, Triple Jump, Rowing, High Jump, Javelin and Horse Riding which all entail the usual joystick-busting wiggling and split second fire button presses. But what really puts this one in the running for a gold medal is the breathtaking animation. It's worth buying the game just for that.

Taking the triple jump as an example, if you don't get the bounces right, your athlete ends up flat on his face with a mouthful of sand. He then leaps up, puts his hands on his hips and looks at the ground in disgust. You can imagine the sort of language going through his head! Why can't all games be like this?

In common with its predecessor, you get the opening ceremony and can opt to represent one of eighteen countries with up to eight players competing. So what's Epyx got in store for *Summer Games III*? Formation swimming? Darts? Tiddlywinks?

Whatever it is ... anyone who was hooked on *Summer Games* might just as well write off the next two months.



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your 64

PROGRAMMER OF THE YEAR

commodore

Flushed with his success in issue 11, Frank Tout's *come up trumps yet again. Come on you lot, wipe that smug grin off his face!*

Aspiring programmers have clearly spent many a long night chained to their 64s as the search for the 64 Programmer of the Year hots up. But none are so eager to get their hands on a spanking new 128 as Mr Tout.

Hot Dog, his latest gem, is not only fun and addictive but boasts some excellent programming — it's largely written as an interrupt routine.

A rush of radioactive ketchup has infected the hot-dogs and burgers in the kitchens of a local power plant. With your high-power photon lazer, you must nuke the ketchup and save your skin by stopping the mounds of marauding and mutating junk food from reaching the protection of their lazer-inducing triggers. Wow! This beats MacDonalds!

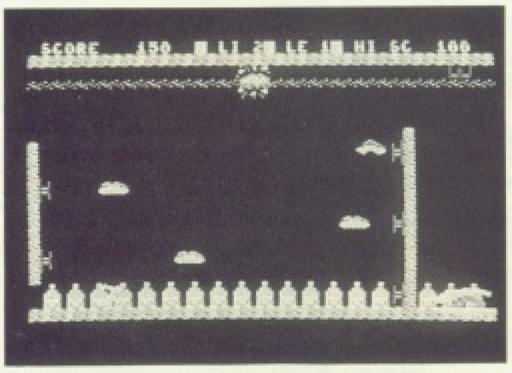
Compo Capers

OK, so you're still not sure what this collosal compo's all about. Well, in association with Commodore UK, Your 64 is looking for the 64 Programmer of the Year. The lucky winner not only gets a prestigious title but a spanking-new Commodore 128.

So, if you've written a program which you reckon is red-hot stuff, then send it in quick. It can be anything you like — a game, a utility or an application, in machine code or Basic. It doesn't matter — as long as it's less than 10K in length. Programs will be judged for style, presentation, ease of use and, above all, originality.

All you need to do is send us a listing, some program notes and a copy of the game on tape or disk. Closing date for entries is October 31st 1985 but if you've already got a masterpiece send it in now to take advantage of the early judging cos each month we'll be printing some of the best entries so far. Each published entry not only gets the usual generous fee from the mag but also a mega £50 worth of software courtesy of Commodore UK.

Entries should be sent to Programmer of the Year, *Your 64*, 14 Rathbone Place, London W1P 1DE.



Hot Dog's in two parts. The first POKEs the machine code and graphics into memory, then loads the second part. Type in part 1, SAVE it and type new then enter part 2 and SAVE it. That done, load the first part by typing Shift and Run/Stop, and the 64 will do the rest.

HOT DOG 1

```
10 POKE53280,10:POKE53281,2:PRINT"♥":PRI
NTTAB(14)"■PLEASE WAIT."
```

Line 10 Sets up screen colours.

```
15 FORT=49152TO50112:READA:POKET,A:NEXT:
SYS49152
```

Line 15 Reads in machine code and character set.

```
20 FORT=204*64TO217*64-1:READA:POKET,A:N
EXT
```

Line 20 Reads in sprite data.

```
25 FORT=0TO13*8-1:READA:POKE12808+T,A:NE
XT
```

Line 25 Reads in graphics data.

```
30 FORI=0TO60*8STEP8:A=12288+1+I:B=PEEK(
A):POKEA,A AND6:NEXT
```

Line 30 Alters character set by wiping out a line of pixels.

```
35 DATA169,,133,163,169,48,133,164,169,,
133,165,169,208
36 DATA133,166,173,14,220,41,254,141,14,
220,165,1,41,251
37 DATA133,1,160,255,200,177,165,145,163
,192,255,208,247,166
38 DATA164,232,134,164,164,166,200,132,1
66,228,52,208,231,165
39 DATA1,9,4,133,1,173,14,220,9,1,141,14
,220,173
40 DATA24,208,41,240,105,12,141,24,208,9
6,152,173,16,208
41 DATA201,128,240,16,173,,208,201,,240,
4,206,,208
42 DATA96,169,128,141,16,208,173,,208,20
1,24,240,3,206
43 DATA,208,96,173,16,208,201,131,240,16
,173,,208,201
44 DATA255,240,4,238,,208,96,169,131,141
,16,208,201,64
45 DATA240,3,238,,208,96,173,251,,201,1,
208,13,173
46 DATA3,208,201,220,240,7,238,3,208,238
,3,208,96,173
```

```
47 DATA,208,141,2,208,173,1,208,141,3,208,169,,141
48 DATA251,,234,234,234,96,173,,220,201,123,208,4,32
49 DATA81,192,96,201,107,208,9,169,1,141,251,,32,81
50 DATA192,96,201,119,208,4,32,115,192,96,201,103,208,9
51 DATA169,1,141,251,,32,115,192,96,201,111,208,6,169
52 DATA1,141,251,,96,169,204,141,248,7,234,234,234,96
53 DATA173,251,,201,,208,3,32,167,192,32,146,192,32
54 DATA188,192,96,96,173,250,,201,1,240,17,173,4,208
55 DATA201,247,240,4,238,4,208,96,169,1,141,250,,96
56 DATA173,4,208,201,32,240,4,206,4,208,96,169,,141
57 DATA250,,96,173,252,,201,1,240,17,173,6,208,201
58 DATA32,240,4,206,6,208,96,169,1,141,252,,96,173
59 DATA6,208,201,247,240,4,238,6,208,96,169,,141,252
60 DATA,96,173,253,,201,1,240,17,173,8,208,201,247
61 DATA240,4,238,8,208,96,169,1,141,253,.96,173,8
62 DATA208,201,32,240,4,206,8,208,96,169,,141,253,
63 DATA96,173,254,,201,1,240,17,173,10,208,201,32,240
64 DATA4,206,10,208,96,169,1,141,254,,96,173,10,208
65 DATA201,247,240,4,238,10,208,96,169,,141,254,,96
66 DATA173,255,,201,1,240,17,173,15,208,201,220,240,4
67 DATA238,15,208,96,169,1,141,255,,96,173,15,208,201
68 DATA60,240,4,206,15,208,96,169,,141,255,,96,173
69 DATA250,7,201,209,240,7,238,250,7,32,242,193,96,169
70 DATA206,141,250,7,32,242,193,96,141,251,7,141,252,7
71 DATA141,253,7,96,173,254,7,201,215,240,4,238,254,7
72 DATA96,169,213,141,254,7,96,173,255,7,201,212,240,4
73 DATA238,255,7,96,169,210,141,255,7,96,32,14,193,32
74 DATA55,193,32,96,193,32,137,193,32,178,193,32,219,193
75 DATA32,252,193,32,13,194,238,12,208,234,234,234,96,169
76 DATA64,141,18,212,169,10,141,17,212,169,11,141,19,212
77 DATA173,18,208,141,15,212,169,65,141,18,212,96,173,251
78 DATA,201,1,240,6,169,,141,18,212,96,32,61,194
79 DATA96,234,173,30,208,201,6,240,21,201,10,240,26,201
80 DATA18,240,31,201,34,240,36,201,66,240,41,201,130,240
81 DATA46,96,169,1,141,250,,32,188,194,96,169,1,141
82 DATA252,,32,188,194,96,169,1,141,253,,32,188,194
83 DATA96,169,1,141,254,,32,188,194,96,169,,141,12
84 DATA208,32,188,194,96,169,,141,255,,32,188,194,96
85 DATA169,1,141,252,3,32,171,195,234,234,234,96,141,8
86 DATA212,169,129,141,11,212,96,32,252,192,32,88,194,32
87 DATA106,194,32,247,194,32,40,195,96,234,162,,169,77
88 DATA157,120,4,232,224,40,208,248,32,102,195,169,216,141
89 DATA248,7,96,173,4,208,201,247,240,36,173,6,208,201
90 DATA32,240,29,173,8,208,201,247,240,22,173,10,208,201
91 DATA32,240,15,173,12,208,201,247,240,8,173,15,208,201
92 DATA66,240,1,96,169,1,141,52,3,96,173,53,3,201
93 DATA,240,4,206,53,3,96,32,30,194,169,7,141,53
94 DATA3,96,255,,180,,136,116,136,84,136,84,128,94
95 DATA219,84,136,84,136,84,136,68,32,209,194,234,234,234
96 DATA76,49,234,120,169,80,141,20,3,169,195,141,21,3
97 DATA88,96,120,169,49,141,20,3,169,234,141,21,3,88
98 DATA96,173,55,3,201,20,240,7,238,34,208,238,55,3
99 DATA96,173,54,3,201,20,240,7,238,35,208,238,54,3
100 DATA96,169,,141,54,3,141,55,3,96,32,115,195,76
101 DATA49,234,120,169,152,141,20,3,169,195,141,21,3,88
102 DATA96,169,128,141,11,212,169,42,141,12,212,169,200,141
103 DATA8,212,169,129,141,11,212,96,
200 DATA80,85,5,21,65,84,5,,80,4,,16,5,
201 DATA80,1,85,64,,20,,3,255,192,3,255,192,
202 DATA40,,,40,,,40,,,40,,,40,
203 DATA,,,,,,,,,,,,,,
204 DATA,,,,,,,
206 DATA,,,,,,,,,,,,,,
207 DATA,,,,,,,,,,,,,60,,
208 DATA60,,,60,,,,,,,,,,,
209 DATA,,,,,,,,,,,,,,
210 DATA,,,,,,,
212 DATA,,,,,,,,,,,,,,
213 DATA,3,207,,15,255,192,5,85,112,21,170,84,26
214 DATA170,164,42,170,168,42,170,168,10,170,160,,,
215 DATA,,,,,,,,,,,,,,
216 DATA,,,,,,,,,,,,,,
217 DATA,60,,,215,,3,85,192,1,85,112,5,170
218 DATA84,26,170,164,42,170,168,10,130,168,2,,160,
219 DATA,,,,,,,,,,,,,,
220 DATA,,,,,,,,,,,,,,
221 DATA,,,,,60,,,247,,3,215,192
222 DATA3,105,240,13,170,112,6,170,148,10,130,164,10,128
223 DATA168,10,,168,10,,40,,,,,,,
224 DATA,,,,,,,,,,,,,,
225 DATA,,,,,,,,,,,,,,
226 DATA,,60,,,215,,3,85,192,1,85,112
227 DATA5,170,84,26,170,164,42,170,168,10,130,168,2,
228 DATA160,,,,,,,,,,,,,,
229 DATA,,,,,,,,,,,,,,
```

```
230 DATA,,,
232 DATA,,,,,,,,,,,,,
233 DATA,,,,,170,,10,170,160,42,170,168,
170
234 DATA170,170,170,170,170,29,213,92,23
,93,212,53,117,116
235 DATA170,170,170,170,170,170,42,170,1
68,10,170,160,,170
236 DATA,,,,,,,,,,,,,
237 DATA,,,,10,160,,42,168,2,170,168,10,
170
238 DATA128,10,168,,42,160,,170,117,,161
,93,192,13
239 DATA215,80,7,65,208,5,,112,170,170,1
70,170,170,170
240 DATA42,170,168,10,170,160,,170,,,,,,
241 DATA,,,,,,42,,2,170,128,10,170,160
242 DATA10,170,160,42,168,32,42,148,,170
,116,,168,85
243 DATA,161,125,,161,207,192,1,195,64,
3,65,192,1
244 DATA67,64,170,170,170,170,170,170,42
,170,168,10,170,160
245 DATA,170,,,,,,,,
247 DATA,,,,,,,,,,,,,
248 DATA,2,,,10,162,,8,170,128,,40,128,
249 DATA10,128,,42,,,47,,,168,,,168,
250 DATA2,168,,2,170,,34,162,,42,160,,42
,128
251 DATA,2,160,128,,170,192,,,,,,
252 DATA8,,,10,,,2,130,,,170,128,,41
253 DATA128,,10,128,,42,,,40,,,188,,
254 DATA168,,2,170,,2,170,,34,160,,42,16
0,
255 DATA42,128,,2,160,,,168,,,10,,,2
256 DATA,,2,,,2,,,2,130,,,138,128
257 DATA,168,128,,170,128,,42,,,168,,,16
8
258 DATA,,170,,2,186,,2,168,,34,160,,42
259 DATA160,,42,128,,2,128,,,160,,,160,
260 DATA,32,,,40,,,8,,
262 DATA48,48,48,1,8,72,,72,104,40,65,,3
2,
263 DATA3,,60,192,192,215,240,193,105,12
4,13,166,103,54
264 DATA154,153,26,105,167,53,154,156,20
5,86,112,3,221,195
265 DATA,243,,40,,8,32,,40,1,8,8,5,40
266 DATA64,,,80,12,12,16,
500 DATA85,85,85,85,85,85,85,85,170,170,
170,170,170,170,170,170
502 DATA255,255,255,255,255,255,255,255,
1,1,2,2,10,10,42,42
504 DATA42,42,37,37,41,41,42,42,64,64,12
8,128,160,160,168,168
506 DATA168,168,88,88,104,104,168,168,3,
3,195,195,195,195,215,255
508 DATA255,215,195,195,195,195,3,3,192,
192,195,195,195,195,215,255
510 DATA255,215,195,195,195,195,192,192,
150,213,103,89,215,102,213,94
512 DATA0,8,64,17,4,128,0,0
```

Lines 35-512 Data for sprites, machine code, new character set and graphics.

```
600 POKE198,2:POKE631,13:LOAD
```

Line 600 Auto-loads second half.

HOT DOG 2

```
0 CLR:PRINT"♥"
5 V=53248:POKEV+22,PEEK(V+22)OR16:POKEV+
24,29:POKEV+32,0:POKEV+33,0:POKEV+34,15
```

Line 5 Sets colour mode and initialises graphics locations.

```
15 POKEV+35,2:POKEV+28,255:POKEV+37,9:PO
KEV+38,2:FORT=39TO46:POKEV+T,7:NEXT
20 S1=54276:S2=54277:S3=54273:SU=54275:P
OKES1+20,31:POKES1+19,244:GOTO60000
25 PRINT"♥":POKEV+29,128:POKEV+34,15:POK
EV+35,2
30 POKEV,165:POKEV+1,66:POKE2040,204:POK
E2041,205:FORT=2042TO2045:POKET,206:NEXT
35 POKE2046,213:POKE2047,212:POKEV+4,180
:POKEV+6,140:POKEV+8,165:POKEV+10,190
40 POKEV+13,206:POKEV+14,44:POKEV+15,160
:POKEV+5,112:POKEV+7,136:POKEV+9,160
45 POKEV+11,184:POKEV+16,128:POKEV+12,0
50 POKEV+21,255
55 FORT=250TO255:POKET,0:NEXT:POKE820,0
60 POKE49975,SP
```

Lines 15-60 Set up sprite pointers and positions.

```
2000 A$="▣LLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLLL"
2002 B$="████████ ███ ███ ███ ╲████ ╱████ ███ ██
██ ███ ███ ╲████ ╱████"
2004 C$="████████ L████ IL████ L███ ███ ███ ███ ██
███ IL████ L███ ███ ███ ███ ████ IL████ L"
2006 D$="─_████┌|□"
3000 PRINT"█":PRINTA$:PRINT"█":PRINTB$:P
RINT"█":PRINTTAB(31)C$:PRINTA$
3010 PRINT"□□□□█";:FORT=0TO14:PRINTD$;:N
EXT:PRINT"██";D$;D$;D$:PRINT"█"
3012 PRINTTAB(36)"█╲|"
3014 PRINT"██ SCORE           - LI   - LE   -
 HI SC"
3015 IFS>HITHENHI=S
3016 PRINT"█";:PRINTTAB(18);LI;TAB(24);L
E;TAB(34);HI
```

Lines 2000-3016 Print game screen with ketchup bottles and score.

```
3995 POKE56325,23:SYS50009:A1=782:A2=820
:A3=1020:A4=V+16
```

Line 3995 Activates game by enabling interrupts.

```
3997 DEFFNA(A)=INT(PEEK(V+2)/8)+DD/8+INT
(PEEK(V+3)/8)*40+782
```

Line 3997 Splat! Checks if a bottle of ketchup has been zapped.

```
4000 J=FNA(A):IFPEEK(J)=69THENGOSUB4200
4010 IFPEEK(A2)=1THEN4300
4020 PRINT"█";:PRINTTAB(8);S:IFPEEK(A3)=
1THENS=S+50:POKEA3,0
4030 IFBO=18THEN4600
4090 IFPEEK(A4)>128THENDD=256:GOTO4000
4100 DD=0:GOTO4000
```

Lines 4000-4100 The main loop of the program. It updates the score and reprints it. And, if a Hot Dog hits a trigger, this loop activates the lazer to kill you.

```
4300 BO=0:POKES1,64:POKES2,45:POKESU,18:
SYS49890:FORG=1TO16:FORT=140TO14STEP-8
4302 POKES3,T:POKES1,65:NEXTT,G
4305 SYS49852
4310 FORT=66TO210STEP2:POKES3,212-T:POKE
S1,17:POKEV+1,T:NEXT:SYS49852
4320 LI=LI-1:IFLI<1THEN10000
4330 GOTO25
```

Lines 4300-4330 Subroutine to decrement life counter, print an explosion sequence and make a noise.

```
4600 SYS50022:SYS50078:LI=LI+1
4605 POKES1,64:POKES2,44:POKES1-1,10:FOR
Q=1TO9:FORT=10TO25STEP5:POKES1,64
4607 FORTT=150TO10STEP-50
4610 POKES3,T+SIN(TT/Q):POKES1,65:NEXTTT
,T,Q:LE=LE+1:BO=0:S=S+500:SYS50022
4615 SP=SP-1:GOTO25
```

Lines 4600-4615 Subroutine to increase difficulty level and up lives counter by one, if all ketchup bottles zapped.

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```
10000 POKEV+34,1:POKEV+35,3
10050 PRINT"▮▮▮▮▮▮▮▮▮▮▮▮▮────────────────────
──────────────────────";
10060 PRINT"───♠♠♠♠|||♠♠♠♠♠||||─♠♠♠♠|─
|♠♠♠♠||||───";
10070 PRINT"───♠───|──|♠─♠─♠|─────♠──♠|─
|♠───|──|───";
10080 PRINT"───♠─♠♠|||♠────♠||────♠──♠|─
|♠♠──|||───";
10085 PRINT"───♠──♠|──|♠────♠|─────♠──♠|─
|♠───|-|────";
10090 PRINT"───♠♠♠♠|──|♠────♠|||─♠♠♠♠|||
|♠♠♠♠|-||───";
10100 PRINT"──────────────────────────────
──────────";
11000 POKEV+21,1:SYS50078
11008 S1=54276:S2=54277:S3=54273:I=8:B=0
:A=49694
11009 POKES1+2,120:POKES1,64:POKES1-1,8:
POKES2,44:POKES3,3:POKES1+4,65:A1=51526
11010 READA:IFA=-1THENRESTORE:I=I+6:POKE
S1-1,I:GOTO11010
11012 IFI>23THENRESTORE:POKES1-1,0:POKES
1+2,0:GOTO60000
11015 POKES3,A+2:POKES1,69:FORT=0TO85:NE
XT:POKES1,64:GOTO11010
11016 IFB=3THENB=0
11020 DATA5,5,5,6,7,8,7,6,5,3,4,5,0,5,5,
6,7,8,7,6,5,3,4,5,0
11025 DATA8,8,8,9,10,10,10,8,8,8,10,8,9,
7,6,5,5,5,4,3,4,6,5,5,5,2,2,2,-1
```

Lines 10000-11025 Game over and music routine.

```
60000 PRINT"▮▮":POKE53282,3:POKE53283,2:
SYS50078
60002 IFS>HITHENHI=S
60005 PRINT"        ||    ||   |||||  |||||||
60010 PRINT"        |♠♠   |♠♠  |♠♠♠|♠  ♠♠|♠♠♠
♠
60015 PRINT"        |♠    |♠   |♠   |♠    |♠
60020 PRINT"       ||♠   ||♠  ||♠  ||♠   ||♠
60030 PRINT"       ||||||♠♠  |♠♠  |♠♠   |♠♠
60035 PRINT"       |♠♠♠♠♠|♠   |♠   |♠    |♠
60040 PRINT"      ||♠   ||♠  ||♠  ||♠   ||♠
60045 PRINT"      ||♠   ||♠  ||♠  ||♠   ||♠
60050 PRINT"      ||♠   ||♠  ||||||♠   ||♠
60055 PRINT"       ♠♠    ♠♠   ♠♠♠♠♠♠    ♠♠
60057 PRINT"▮                     |||     |||
||    |||||
60060 PRINT"                     |♠♠|♠    |♠♠♠
|♠   |♠♠♠|♠
60065 PRINT"                     |♠ |♠   ||♠ |
|♠ ||♠   |♠
60070 PRINT"                    ||♠ |♠   |♠♠ |
♠♠ |♠♠    ♠
60075 PRINT"                    |♠♠ |♠   |♠   |
♠   |♠
60080 PRINT"                    |♠   |♠   |♠   |
♠   |♠ |||
60085 PRINT"                   ||♠ ||♠ ||♠ ||
♠ ||♠   |♠♠
60090 PRINT"                   ||♠ |♠♠ ||♠ ||
♠ ||♠   |♠
60095 PRINT"                   ||||♠♠   ||||||
♠ ||||||♠
60100 PRINT"                    ♠♠♠♠♠   ♠♠♠♠♠
♠  ♠♠♠♠♠♠
60110 PRINT"▮▮   BY FRANK TOUT 1985:SPAC
E TO PLAY.":POKE198,0
60120 GETA$:IFA$=""THEN60120
60130 IFA$=" "THENS=0:LI=5:SP=7:LE=1:SYS
50022:GOTO25
60140 GOTO60120
```

Lines 60000-60140 Print 'HOT DOG' title page and waits for key to be pressed.

CLASSIFIED INFO

Welcome to the classified ads page that's FREE to readers of *Your 64*. Advertise anything you want — as long as it's legal and within reason. If your ad doesn't fit into any of the categories on the coupon then make up your own. We ask only one thing — software has to be for swops only and it has to be original. Sorry . . . but we'd rather feed the programmers than the pirates.

All you've got to do is fill in the coupon using NEAT CAPITAL LETTERS, keeping yourself to a maximum of 30 words (including your name, address/phone number). If you're squeamish about cutting up your issue, feel free to use a photocopy instead. And sorry to be spoil-sports but we can't print coupons that are unintelligible or don't meet these requirements.

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SOFTWARE

● Swop *Raid Over Moscow, Ghostbusters, Baseball* and other originals. Also *Easy Script* and *Future Finance.* Contact Roger Dempsey, Tel. (0733) 311138 after 4.30pm or write to 20 Fairmhead Way, Off Thorpe Road, Peterborough.

● Swop *Pole Position, Congo Bongo, Oils Well* and *The Boss* for *Star Wars, Impossible Mission* or *Raid On Bungeling Bay* Tel. (0782) 2670272 after 4pm and ask for Darren.

● CBM 64 user wishes to swop original software, have lots of games and utilities. Send sae to Chris Turner, 26 West View Avenue, Burley-in-Wharfedale, Near Ilkley, West Yorkshire, LS29 7LF or Tel. (0943) 862820.

● 64 user will swop *Valhalla* and *Subhunt* for either *Impossible Mission* or *Sherlock.* Tel. (061) 456 0071 after 4.30pm weekdays and ask for Dave.

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● 400 original 64 software to swop. I have 400 programs please send your list to Michel Van Bergen, Rolandstraat 11, Gouda, Holland 2805 VX.

● *Pitstop II* and/or *Lords of Midnight* in good condition. Will swop either *Raid Over Moscow, The Hobbit* or *Spy Hunter.* Tel. (0504) 52808 after 5pm and ask for Sean.

● 64 software to swop. I have over 250 titles on disk and cassette. Send lists and addresses to B Aldred, 8 Lindem Grove, Greek Street, Hull, North Humberside HU3 6DW or Tel. (0482) 504111.

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● Swop *Death Star Interceptor* and *Jet Set Willy* for any adventure like the *Hulk* or *Spiderman* or swop for any two Scott Adams adventures. Tel. (0325) 318272 and ask for Jay.

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● Swop *Maggot Mania, Everest Ascent* and *Bozo's Night Out* for *Staff of Karnath* or *Pitstop I* or *II.* Tel. 01-807 7127 before 9.30pm weekdays only and ask for Alan Holloway.

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● Seikosha GP100VC printer for CBM 64. Hardly used — £140 ono. Contact A F Archer, 17 Byron Court, Flamstead End Road, Cheshunt, Herts EN8 0HU or Tel. (0992) 34800.

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MESSAGES

● Help! Has anyone got a spare copy of the instructions to *Solo Flight.* Please send to Simon Mercer, 21 Cobbett Road, Eltham, SE9 6NH.

● Australian CBM 64 owner seeks contact with other users (male and female) to swop software. Also offers and needs help in many adventures. Contact Stuart Elflett, MS1136, Toogoolawah, Queensland, Australia 4313.

● Hints and Pokes — issue five now available. Approximately 100 games covered per issue, prizes for the most original tips. Send £1 (£1.25 Europe) to CB Dinneen, 15 Gordon Street, Gorton, Manchester M18 8SL.

WANTED

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● New club for all Commodore computer owners. First Tuesday of the month at 7.30pm at Bury House, Bury Road, Gosport, Hampshire. Commencing September 3rd 1985. For further information contact Tony Cox, Tel. (0329) 280530.

64

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